

ASSASSIN'S CREED™

OFFICIAL GAME GUIDE



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ASSASSIN'S CREED™

PRIMA Official Game Guide

Written by:

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Author Special Thanks:

David S. J. Hodgson would like to thank the following people for making this guide possible:

01 \ Ubisoft Montreal: *Mercis profonds* to everyone on the Assassin's Creed team for their tremendous support, help, hospitality and general joviality throughout this project. In particular, one thousand thanks to: Luc Duchaine, Patrice Desilets, Jade Raymond, Christophe Martin, Matthew Zagurak, Raphael LeCost, David Chateaneut, Mark Besner, Alex Drouin, Claude Langlais, and J-N Bucci.

02 \ Prima: Sincere and grateful thanks to the following people who helped immeasurably throughout this project: Todd Manning, Alaina Yee, David Knight, Damien Waples, Jose de Jesus Ramirez, Jim Knight, Julie Asbury, Andy Roller, Lacoste, and Paul Giacomotto. "Big ups" also go to Jody Seltzer, Scott Watanabe, and Bryan "Big Dawg" Neff for top-notch design prowess.

03 \ In addition: Thanks to the Surrey Demoniak; Carlo Ginzburg's Cheese and Worms; Laibach; Ladytron; The Knife; The Moon Wiring Club; Mum, Dad, Ian and Rowena; Bryn, Rachel, and young Samuel. I dedicate this book to my loving wife, Melanie.

And Y, for Yorick, whose head was knocked in.

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ISBN: 978-07615-5557-5

Library of Congress Catalog Card Number: 2007935260

Prima Games

A Division of Random House, Inc.

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We want to hear from you! E-mail comments and feedback to dhodgson@primagames.com or dknight@primagames.com.

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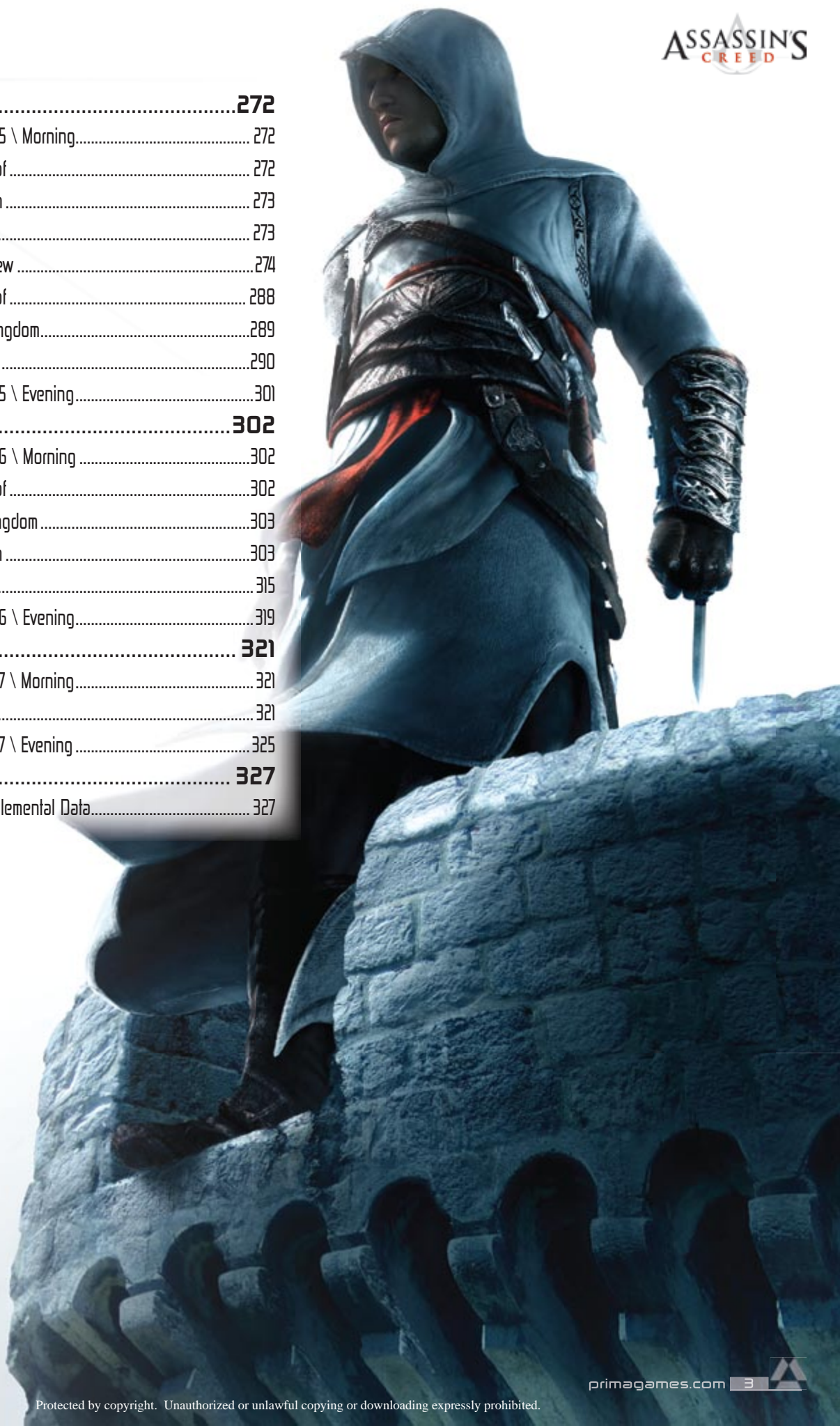
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Introduction to the Creed

Abstergo Laboratory \ Introductory Data

This is the story of a disgraced master Assassin who embarks on an epic quest to restore his status within the **Assassin Order**. After failing an important mission, Altair is demoted to Uninitiated (the lowest Rank in the Assassin order). **Al Mualim**, Master of the Assassins, offers Altair an opportunity to redeem himself. He must venture out into the **Holy Land** and assassinate nine men said to be exacerbating and exploiting the hostilities created by the Third Crusade. In doing so, he will stabilize the region, allowing his Master to usher in an age of peace.

The **Third Crusade** is well underway. **Richard the Lionheart** has just recaptured the port city of Acre from occupying Saracens. With a base of operations established, the **Crusaders** prepare to march south. Their true target is **Jerusalem**—which they intend to recapture in the name of the Church. However, **Saladin**, leader of the **Saracen Army**, currently rules Jerusalem. Stinging from his army's defeat at Acre, he will not allow Richard to humiliate him again. The Saracens are massing at the plains near the ruins of **Fortress Arsuf**, intending to ambush the Crusaders and prevent them from reaching Jerusalem.

These war maneuvers have left the rest of the Holy Land wide open. While Richard and Saladin battle one another, the men left to govern in their stead have begun taking advantage of their newfound positions of power. **Exploiting, manipulation, and provocation** rule the day. It is into this chaotic mess that Altair now finds himself thrust. He is ordered to Assassinate those most active in their exploitation.

And so Altair begins his missions.

Along the way, however, he will begin to discover that his Targets are bound by more than just a shared interest in personal gain. They seem to share membership in a secret society—a group all too familiar to the Assassins. And they are not simply looking for profit. The true goal, and how they plan to achieve it, are secrets to be discovered during the course of Altair's story.



Training and Maneuvers

Informative \ How to Utilize this Guide

Welcome! This guide has been created to grant you an exhaustive and meticulous view of *Assassin's Creed*. Within its pages are a wide variety of tactics separated into easy-to-find sections. Here's what to look for:

- 01 \ INTRODUCTION
- 02 \ TRAINING & MANEUVERS
- 03 \ CHARACTERS & ENEMIES
- 04 \ TOUR OF HOLY LAND
- 05 \ WALKTHROUGH
- 06 \ APPENDICES

01 \ Introduction to the Creed

A brief synopsis of why you are here and what your purpose is, this section sets the scene for the series of revelations to come.

02 \ Training and Maneuvers

You are currently at the beginning of this chapter. As you continue, you will receive an overview of maneuvering, combat, hiding places, techniques, and other options designed to help you throughout the course of your adventure.

03 \ Characters and Enemies

Many of the Crusaders, Saracens, and employees of Abstergo Industries that you meet during the course of your adventure have their own interests, eccentricities, and agendas. This section reveals them, along with details on the main factions you encounter.

Basic Training Data \ Menu Systems

Data \ Menu Navigation

Before you learn the basic tenets of movement, hiding, and combat, it's worth knowing your way around the various **Menu** screens that appear during your adventure:



The Initial Menu: Allows you to either access a **New Game** or **Continue** one you've already started, based on your **Profile** and previous experiences. When

you begin a new game, follow all onscreen prompts to ensure your actions are as competent as possible. Leave this Menu and an opening cinema plays.

The Memory

Corridor: This area of "ether" or "otherworld space" is where you must wait for your genetic memories to link into a cohesive vision. You can attempt any maneuver (such as movement, swordplay, and Jumping) during this time.



04 \ Tour of the Holy Land

Each of the main cities, as well as the Kingdom and the outlying Districts, receive an in-depth tour. This section is designed to familiarize you with all landmarks, View Points, thoroughfares, escape points, security, and hiding places. The locations of Templars and Flags are shown here, too.

05 \ Walkthrough

Optimal tactics are revealed for the entire course of your adventure, detailing how to complete each Investigation, multiple methods for doing so where appropriate, and in-depth Target assassinations.

06 \ Additional Memories

The more esoteric Memory Strands are showcased here, along with tips for completing all 44 Xbox 360 Achievements, and other ancillary information designed to further your overall experience.



Memory Map: Throughout your adventure, you have the ability to call up a schematic of your location. This map is based on your ancestor's own memories and visual placement of buildings. Because these memories are incomplete, you must scale **View Points** in order to reveal foggy sections of the map.

01. Abstergo Diagnostics: This stream of changing numbers is for Abstergo employee monitoring only. Attached is the **Memory Block** you are currently experiencing. Below that is an indicator requesting your input.

02. Status: This shows the next **Investigation** you should attempt. Sometimes more than one Investigation is available. These can be attempted in any order.

03. Map: This is a schematic of your current area. It is amazingly accurate, including detail down to a single building's dimensions. You can zoom in and out, move your cursor around, or select a **Marker** (which appears on your in-game GPS). You can also show different elements on this map (see **Show Icons**, next).

04. Show Icons: Cycle through this Menu to reveal the following:

Show All: Every element is displayed on the map, including hiding spots

Show Objectives: The areas you should investigate

Show Optional: Any objectives that are not strictly necessary

05. Name: The name of the area you are in, along with the population in 1191.

06. Legend: The onscreen map, and all of the maps in this guide, use the following Markers for identification purposes.



Memory Pause Menu: Available throughout your adventure in the Holy Land. The following information is found here:

01. Abstergo Diagnostics: This stream of changing numbers is for Abstergo employee monitoring only. Attached is the **Memory Block** you are currently experiencing. Below that is an indicator requesting your input, just like on the **Memory Map Menu**.

02. Status: Just like the **Memory Map Menu**, this shows the next **Investigation** you should attempt. Sometimes more than one **Investigation** is available. These can be attempted in any order.

03. Memory Log: You can cycle through the information you have collected during previously successful **Investigations**. This information helps you formulate a plan for your **Memory Strand 08 \ Assassination Investigations**. Note that some **Memory Logs** have **Attachments** to view. All **Attachments** are shown in the **Walkthrough** chapter of this guide.

04. Additional Memories: This allows access to optional **Memory Strands** that you can attempt. They mainly involve collecting. See the **Appendix** chapter for more details.

05. Options: This accesses the **Animus Control Panel**, where the following can be manipulated:

General (Graphics and Sound Adjustments)

SFX Volume: Increase or decrease the volume of sound effects (10-point scale; currently at 9)

Voice Volume: Increase or decrease the volume of speech (10-point scale; currently at 9)

Music Volume: Increase or decrease the volume of music (10-point scale; currently at 9)

Brightness: Tweak the brightness of the game (10-point scale; currently at 4)

Animus Blood: Turn blood on or off (2-point scale; currently on)

Storage Device: Locate a **Hard Drive** or **Memory Unit** to save your progress

HUD Elements (Interface Adjustments)

Control HUD: Enables or disables the top-right icon cluster (2-point scale; currently on)

Sync Bar: Enables or disables the top-left **DNA Synchronization bar** (2-point scale; currently on). Some warning sounds are also turned off if this is disabled.

Weapon Icon: Enables or disables the bottom-left icon cluster (2-point scale; currently on)

GPS System: Enables or disables the bottom-right icon cluster (2-point scale; currently on)

Controls (Settings)

Invert Y Look: Changes the way you look up and down (currently off)

Look Y Sensitivity: Increases the speed with which you look up and down (10-point scale; currently at 4)

Invert X Look: Changes the way you look left and right (currently off)

Look X Sensitivity: Increases the speed with which you look left and right (10-point scale; currently at 4)

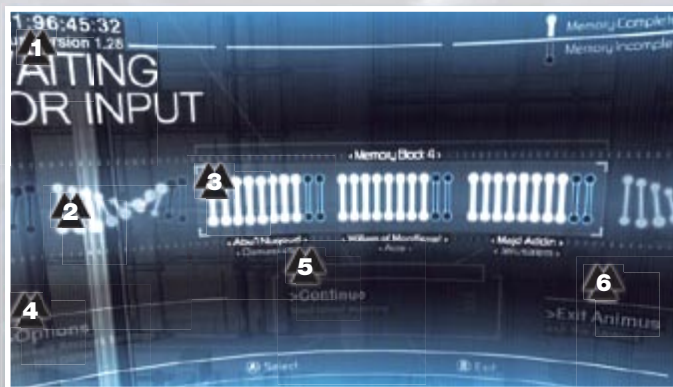
Vibration: Allows rumble feature (if applicable) to be turned on or off (currently on)

Hold Trigger to Lock: When on, **Trigger** must be held to continuously **Target** a foe (currently off)

06. Resume Session: This allows you to return to the current **Memory Strand** (the adventure you are currently playing). You can also use the **Back** button from this screen, which is quicker.

07. Map: This shows the nearby topography. The maps are fogged out until you climb **View Points** to reveal additional areas. You can also access your **Memory Map** from in-game, which is quicker. Marked elements on your map are also visible on your **GPS**.

08. Exit Memory: This exits your current **Memory Strand** and places you first in the **Memory Corridor** and then on the **Animus** inside **Abstergo Laboratory**.



Animus \ Memory DNA Timeline Menu: This is available when you quit your **Memory Strand** or are forced out at the end of a **Memory Block**. The following elements of this interactive screen can be chosen:

01. Abstergo Diagnostics: This is the same information as in the **Memory Pause Menu**.

02. Memory Strand Information: This indicates what a complete and incomplete Memory Strand looks like.

03. Memory Blocks: Running the width of the Animus screen, previous Memory Strands can be selected, read up on, and replayed. Complete and incomplete Memory Strands are shown here. The **Play** icon shows your current Memory Block.

04. Options: This accesses the Animus Control Panel, where the following can be manipulated:

General (Graphics and Sound Adjustments): SFX, Music, Voice, and Brightness can be manipulated in the same ways as in the Memory Pause Menu.

HUD Elements (Interface Adjustments): Control HUD, DNA Synchronization bar, Weapon Icon, and GPS System functionality can be shown or rendered invisible in the same ways as the Memory Pause Menu.

Credits: The *Assassin's Creed* development team is thanked for their hard work and diligence.

Controls: All Controls settings from the Memory Pause Menu can be tweaked here.

05. Continue: The latest Memory Strand can be continued from this location.

06. Exit Animus: You can remove yourself from the device and interact with Dr. Vidic and Lucy, quit your game, explore the office, or go to bed.

Data \ Head-Up Display Functionality

While you are experiencing your ancestor's memories, it is important to understand each of the different onscreen elements. The following information provides an excellent introduction:



01. Abstergo Icon: This is not only the symbol for the company that is watching your progress, but offers a visual clue to your current **State** (basically whether you are under threat of attack or not) based on the shape and color.

02. DNA Synchronization Bar: This is made from a number of Blocks.

The more times you attempt actions out of character for your ancestor (such as killing innocents, falling from too high, or acting aggressively when it is unnecessary), you lose Blocks from this bar. This is called **Desynchronizing**.

You regain Blocks when you hide or act in a Socially Acceptable manner.

You increase them after speaking with your Master, Al Mualim, as well as each time you complete 15 View Points / Save Citizens (optional Investigations).

The maximum number of Blocks you can have is 20.

03. Control HUD: This allows you to quickly ascertain which buttons you must press to attempt various maneuvers. The quartet of buttons is based on a Puppeteering concept:

The top button is your **Head**. You can attempt techniques such as Eagle Vision and Synchronization atop buildings using this button.

The left button is your **Armed Hand**. In general terms, you fight using this button.

The right button is your **Unarmed Hand**. In general terms, you Grab, Tackle, and Throw enemies using this button.

The bottom button is your **Legs**. In general terms, you Blend or Jump using this button.

The exact buttons you press on this HUD varies depending on your gaming console. The Xbox 360 version is shown.

04. Weapon Icon: This is split into four different sections. Pressing a direction on your D-pad (⬇) changes the weapon you have ready to use. You can also perform a maneuver to easily see what weapon you are using if you turn this feature to the invisible setting:



Press **⬅** to select your **Hidden Blade**. You flick the blade out from against your left palm, past your missing ring finger, then back again.



Press **➡** to select your **Assassin's Sword**. You unsheathe the sword from your scabbard. Press the button again (or your Unarmed Hand or Legs button) to sheathe it.



Press **⬇** to select your **Fists**. You punch them together in readiness for fistcuffs.



Press **⬆** to select your **Throwing Knives and Short Sword**. You quickly unsheathe your Short Sword from your back scabbard, or you can toss Throwing Knives from a distance. The number of Throwing Knives remaining is displayed.

05. GPS System: This shows you where north lies (all Memory Maps have north at the top), any nearby places you are supposed to visit, and the distance (in meters) to the location. Use this feature in conjunction with your Memory Map. You can place a Marker anywhere on your Memory Map and it also appears on this GPS.

06. Information Panel: From time to time, this panel appears to give you hints or information you may wish to utilize. It also gives you warnings and other text that Abstergo Industries is responsible for conveying.

Animus Training Data \ Main Maneuvers

The adage of “don’t run before you can walk” has never been more appropriate here. Study your initial moves closely, as they cover all the techniques except those involving climbing or Combat. For the moment, it is wise to brush up on the following techniques. This has been prepared in order to better acclimate you to the Animus’s control system.

Note Maneuvers are divided into two types: Initial and Advanced. Initial Maneuvers are available from the start of your adventure. Advanced Maneuvers are available until you are demoted, and are then gradually awarded back to you throughout the course of your adventure. They may not be immediately available.

Note Due to the multiple console systems on which this game is available, refer to your instruction manual or the in-game tutorial for specific button presses. Where appropriate, this guide refers to the description of the button.

Initial Maneuvers \ Low and High Profiles



*Standing in Low Profile:
Socially Acceptable moves*

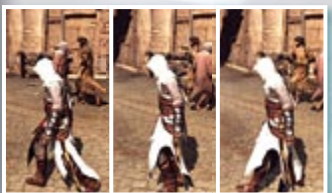


*Standing in High Profile:
action-orientated moves*

Low and High Profiles form the basis of all important techniques throughout your adventure. You must learn the moves you can perform in either stance. **Low Profile** is the stance you are normally in, and is used when you wish to move with a crowd and remain unseen. **High Profile** is accessed via your right Shoulder button (or Trigger) and allows you to perform more daring moves that are likely to lead to fighting or threatening behavior. Check the Control HUD to see the actions you can attempt in both Profiles.

Initial Maneuvers \ Walking

Profile: Low only



Slow pacing



Regular walking



Peering



Walking, then climbing

Walking: Although it may seem rudimentary, walking is key to a variety of successful maneuvers, not just moving from one location to another. The farther you push **○**, the quicker the walk becomes. There are two types of walking you can attempt: slow pacing and regular walking.

Slow Pacing: This is used when you are carefully maneuvering through areas that are deemed dangerous, or if you want to slowly move to a vantage point or corner. Combine this with other moves when maneuvering through crowded areas where enemies are alerted to your presence.

Regular Walking: This is the technique to use in most situations that don’t require running. Examples where walking is recommended include inspecting areas for the first time, moving around citizens or Guards without slowing to use the Push move, and taking your time when investigating an area.

Peering: If you are on high ground, and walk to the edge of it, you automatically Peer over the edge. This is useful to combine with other techniques when searching different areas of a city. For example, run to a location you want to peek over, walking just as you reach it—you’ll automatically Peer over the side.

Caution The only exception to this rule occurs if you walk onto a sloped area, such as a slanted rooftop. In this case, you Drop and Grasp, so be aware that Peering occurs only if the area you’re standing on is flat.

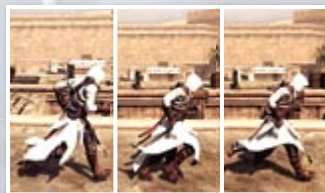
Tip When walking on a flat area, you will automatically stop when you reach a ledge, Peering over the side rather than plummeting to your death. This allows you to move about high places without fear of falling.

Automatic Walk/Climb: If you walk toward an obstacle that is no taller than your head (such as a low wall or the top of a slightly taller building’s roof), continue to walk and you will automatically press your hands against the obstacle, climbing up and onto it.

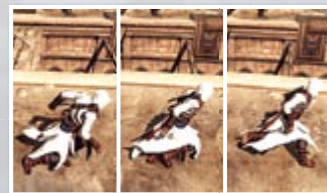
Tip This technique is very useful at View Points. You can push up to a balcony wall, then climb and sit on your haunches.

Initial Maneuvers \ Running and Sprinting

Profile: High only



Running



Sprinting



Running, then Dropping to Grasp



Sprinting, then Leaping

Initial Maneuvers \ Vision and Eagle Vision

Profile: High and Low (when stationary)



Looking in First Person view: Vision



Eagle Vision in effect



Your view just after Eagle Vision



Eagle Vision reveals different colors around pedestrians

The **Head** button is important if you require another way to view your surroundings. Stand still and press the button to use Vision, then enter First Person view. Turn your head to change the direction you're looking. You can now inspect the area in greater detail, although your regular view is normally sufficient.



Note You cannot enter the regular First Person view if you are fully Synchronized. If you must use this instead of Eagle Vision, Desynchronize first.

Eagle Vision is an adaptation of your regular Vision technique, but only available when you are fully Synchronized. The world around you becomes blurred and tinged with blue, but certain types of citizens appear outlined in color, which continues for a few seconds after you revert to normal Vision. The following chart details the colors you can see, and the reason for using this technique:

Eagle Vision Color Appreciation Chart		
Color	Type of Citizen	Examples
None	Normal	Regular population, Beggars, Trouble Makers, market stall owners
White	Information	The Assassin's Bureau Rafiq, Informers, Investigation targets (noncombat)
Red	Enemies	Guards, Soldiers, all types of military, anyone who can attack you
Yellow	Targets	Assassination Targets (combative), Informer's targets
Blue	Allies	Vigilantes, Scholars, citizens sitting on either end of a Bench

Initial Maneuvers \ Synchronizing

Profile: High or Low



Whenever you reach a **View Point's** peak for the first time, your **Control HUD** changes to indicate that you should Synchronize instead of attempting a Vision or Eagle

Vision technique. This allows you to view the area around the View Point and reveals a portion of the Memory Map,

Quickening your pace by utilizing the right Shoulder button allows you to run. This is still Socially Acceptable, although you shouldn't attempt to hit anybody if you wish to remain Anonymous. Run to cover ground at a quicker pace, but don't alert a Guard (via running into or striking them). This is an underused but excellent way of quickly covering street-level ground without starting a fight.

Sprinting, however, which requires you to hold down the Legs button, causes you to run full tilt. This is the preferred way to cover large distances quickly, but at the expense of alerting Guards as it isn't Socially Acceptable. This is almost always utilized on rooftops (as you're already committing unacceptable behavior), and on the streets when you are escaping or chasing.

Running, then Dropping to Grasp: Unlike walking, if you run to the edge of a drop in High Profile, you don't Peer over the side. Instead, you Drop over the edge and Grasp the area you were just standing on. This is a good technique when you require precise falling, want to escape from rooftops without Free-stepping, or want to Drop and Grasp when you receive the Assassin's Gloves at Rank 4.

Sprinting, then Leaping: When you're Sprinting and reach the edge of a rooftop, you don't Peer or Drop and Grasp. Instead, you automatically Leap—usually across a gap to another building, down to a wall, or onto another area—then begin Free-stepping (also known as Free-running). If you reach an obstacle, no matter the height, you begin a technique called Walling, followed by climbing.



Tip Free-stepping and Walling are the keys to expertly maneuvering through crowded areas and the rooftops above them. Remember, you simply hold down the buttons and steer; you do not need to let go. Instead, concentrate on your two Thumbsticks to keep the camera roughly behind you so you can react to any obstacles, enemies, or other circumstances.

Initial Maneuvers \ Camera

Profile: High and Low



Advantageous camera maneuvers

Use your **right Thumbstick** to move the camera. You can pivot the camera in all directions, which is useful for more than watching yourself from the side. When climbing, you can pivot the camera up and down to see how far you need to go and how far off the ground you are. When on rooftops, you can look down on the streets below (for a particular building, entrance, or pedestrian).



Tip It is important to remember that pressing on the right Thumbstick immediately repositions the camera. This is excellent when you wish to see in front of you and the camera is pointing in a different direction.

along with Investigations in the area. Attempt this as soon as possible if you wish a better overview of the city you are in. After Synchronization, you can enter Vision or Eagle Vision.

Note Synchronizing View Points occurs in the Kingdom, Damascus, Acre, and Jerusalem.

Note Synchronizing is also a term used when you are filling Blocks of your DNA Synchronization bar after losing Synchronization. These are two different techniques.

Initial Maneuvers \ Gentle Push

Profile: Low only



Pushing through a crowd

The **Gentle Push** uses your Unarmed Hand, and the button should be held rather than tapped. It is used to negotiate tightly packed alleyways and thoroughfares where regular walking (or other, quicker movements) would result in knocking people over and changing your state away from Anonymous. There are some benefits to this technique, and it should be employed in conjunction with other maneuvers in your repertoire.

Gentle Pushing allows you to negotiate Jar Carriers and Crate Carriers without them dropping their cargo. You can move around them in any manner you wish as long as you hold down the Unarmed button.

This also allows you to move past Guards that are stationary, as long as you are in an Anonymous state. You can Push them without fear of retaliation.

Guard Patrols, moving Guards, and Guards that are on a Suspicious level of alert or higher, will retaliate immediately if you attempt this move.

Initial Maneuvers \ Grab and Throw

Profile: High (when stationary or walking)



Grabbing and Throwing an annoying citizen

There are certain types of citizen, such as Trouble Makers and Beggars, that cause you more grief than ignoring or Pushing can remedy. In this case, a **Grab and Throw** (in High Profile) can be attempted. This is not Socially Acceptable, so you'll become Exposed and chased by Guards if you do this within their view. The benefits of the Grab and Throw vary depending on whether you're in Open Combat or not:

Grabbing and Throwing creates a distraction. If you move away from where your thrown citizen ends up, you can maneuver away from the disturbance to another area.

You can Grab and Throw citizens or Guards into certain **wooden structures**, including scaffolding of different heights. These structures collapse, killing the enemy (and anyone else nearby).

The most important fact to remember is that you choose the direction of the Throw using the left Thumbstick. Practice this technique—you'll be Throwing enemies off roofs in no time!

Tip Grabbing and Throwing someone into scaffolding is an often overlooked plan and should be attempted at least a few dozen times! Remember, however, that the scaffolding can't be climbed afterward!

When in Combat, you can attempt a number of different moves with a Throw.

Advanced Maneuvers \ Tackle

Profile: High (when running)

Note Available at Rank 3 (once the Knife Belt is acquired).



Tackling a number of citizens who are in your way

This technique isn't Socially Acceptable for obvious reasons—you barge through crowds of people, scattering them away from you. This must be done in High Profile, and the **Tackle** button must be continuously held. Simply run through the crowd as you hold the button and citizens are slammed aside. You become **Exposed** almost immediately, so use this when you're either actively seeking or escaping from a fight. Sprint or Free-step after clearing more crowded areas.

Tip Tackling Trouble Makers is a good way to move through them. You can also Tackle citizens of all types on roofs or near water, so they fall accordingly.

Advanced Maneuvers \ Drop and Grasp

Profile: High or Low (when Dropping)

Note Available at Rank 4 (once the Assassin's Gloves are acquired).



Dropping from a handhold, then Grasping a hold below

When you're on a rooftop (or View Point) and wish to descend, you usually execute a **Leap of Faith** or simply fall to lower roofs and then to the ground without Desynchronizing. However, after the Assassin's Gloves are acquired, you can **Drop and Grasp**. This is useful when you are, for example, scaling a minaret View Point and want to stay on the rooftop level instead of falling all the way to the ground. You can simply

Drop, then tap the Grasp button to hang onto a lower ledge. You are tapping this button, not holding it. The quicker the taps, the more handholds you Grasp on the way down.

Caution Be very careful using this if you've climbed a structure that isn't all on the same vertical plane. If, for example, there is a balcony, and the structure continues inside this overhang, you'll plummet from the outer balcony instead. When in doubt, look straight down. If you can see handholds in consecutively lower and lower spots, you can Drop and Grasp.

Advanced Maneuvers \ Blending

Profile: Low only



Praying for a quiet life

Keeping to yourself and not attracting attention is easier if you're dressed like the holy Scholars that murmur and chant throughout the realm. Pressing the Legs button while in Low Profile enters this stance. It allows you to pass near (but not too near) Suspicious Guards. However, remember the following:

Animus Training Data \ Above-Ground Maneuvers

As climbing occurs almost as often as walking, it is important to learn the basic and advanced tactics that you need when you're ascending or descending a building, or moving horizontally but above the ground. Use the information in this section to perfect your above-ground maneuvers.

Tip A good point to remember is that Guards don't look up, meaning that only enemies on the same plane as you are a concern. Unless, of course, you're scaling heights while being chased!

Jumping

Profile: High only



Jumping on the ground while running

Jumping on the rooftops while running

Jumping is a single tap of your Legs button when you are in High Profile. This can occur on the ground, over streets, or on rooftops. Jumping on the ground can be useful if you change direction at the same time, allowing you to make a sharp turn and cover an initial area of ground quickly, although most Assassins keep Sprinting instead. You can dart around Trouble Makers or Beggars using a mixture of running, Sprinting, and Jumping. Try it out to see if you deem it worthy of your repertoire.

Jumping on the rooftops isn't usually required, as simply holding the Legs button in High Profile (which enables Free-stepping) executes the same movement. However, there are occasions where you may want to stop, then accurately Leap from a standing position to a ledge or area across from you. This is when you'd Jump.

You must hold the Legs button to continue to Blend in the praying stance.

Your movement is very slow.

It is more difficult to turn.

You can still knock into citizens (creating Commotions, like knocking over a Jar Carrier).

If you touch a Guard, all concealment is lost; maneuver around Guards to avoid them.

You cannot use this in Open Conflict; the pursuers will simply attack you.

You use this move so Guards will ignore you completely. For this reason, don't step into their Proximity Radius.

You're not supposed to be on rooftops, so Archers ignore this move and attack anyway.

This move can be done on horseback.

Note For additional information on Blend spots when trying to escape Open Conflict, consult the Training section titled: *Stealth Training Data \ Escaping and Blending (p26)*.

Remember that **holding** the Legs button on the ground results in a Sprint, and in the air results in a Free-step. These are usually preferred over Jumping.

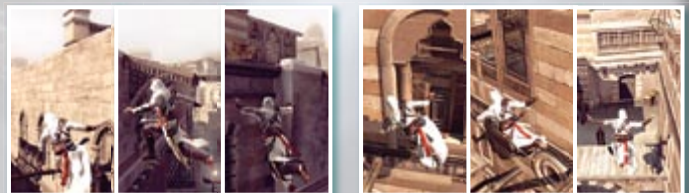
Above ground, Free-stepping allows you all the maneuvers of Jumping, without worrying about the timing.

Standing still in High Profile allows you to Jump vertically, which has very little use.

If you Jump or Sprint off a higher ledge, you'll usually roll to preserve some Synchronization when you hit the ground. At heights above 15 feet or so, you start to Desynchronize as the falls become too great to survive without damage. Learn how far you can drop during your exploration in Masyaf.

Wall Jumping

Profile: High only



Jumping off walls is a great technique to perfect.

Directional Wall Jumping is the key to escape when regular climbing leaves you stranded.

Initially, you might accidentally execute this move when **Walling** or climbing, but once you've learned to hold the Run button for Walling, and simply use the left Thumbstick for climbing, you can progress to Wall Jumping. You can Wall Jump whenever your feet are on the side of a structure (so you can't hang and dangle with your feet in the air). Choose the direction you wish to Wall Jump, then press the Legs button.

Locate an alleyway with two buildings within Wall Jumping range of each other. Climb up one, then turn and Wall Jump to the other. Then climb that one, Wall Jump again, and climb to the top. Why do this? Because it helps throw off enemies during a chase if you change direction, and it allows you to turn and Wall Jump to a handhold that you couldn't otherwise reach, which is especially important if you're stuck halfway up a building.

Note View Point structures can always be climbed; you don't need to Wall Jump around them.

Free-stepping

Profile: High only



Free-stepping above a busy street

Also known as Free-running, one of the most useful skills you can master is the ability to move horizontally above the ground. The reasons for this are twofold: you avoid the crowds and dangers of the streets below (Trouble Makers, Guards, and Beggars), and you reach rooftops easily, throwing off any pursuers in the process.

Once **Free-stepping** has begun, keep yourself in High Profile and hold the Legs button. If you don't, you'll stop at the next beam or scenery and either stand on or hang from it (assuming you don't fall). This is actually another tactic. You can quickly change direction from here, Leap to a wall, drop to the ground, or continue to Free-step.

When you aren't Free-stepping on rooftops, keep the Legs button pressed while in High Profile to Sprint, allowing rapid access throughout the city Districts. Learn the lengths of the spaces you can Free-step on, and which result in a Jump and miss or the automatic grab onto a building. Use this technique whenever possible.

Tip For additional information on the types of scenery you can utilize during Free-stepping, consult the section titled "Important Scenic Structures."

Walling

Profile: High only



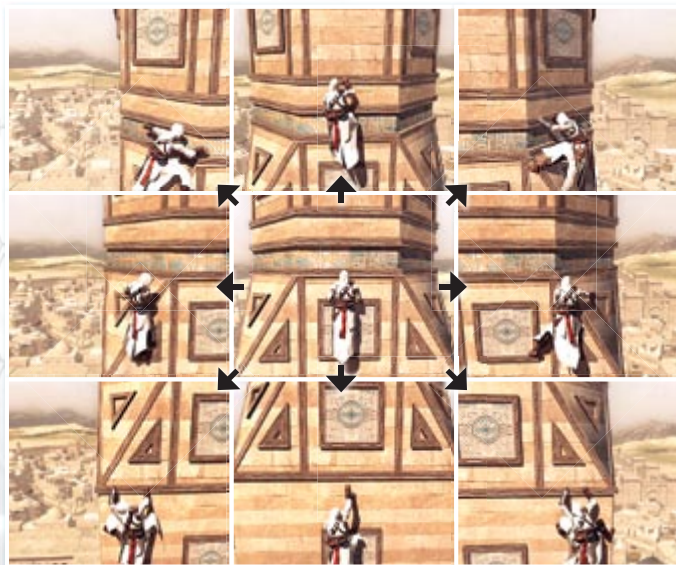
Walling is the basis for almost all climbing maneuvers.

When you're on the ground, or on a rooftop but need to move to a higher rooftop more than 10 feet above you without using a ladder, you must attempt **Walling**. Essentially, this is the continuation of a Sprint, but vertically. No additional buttons need pressing if you're coming in from a Sprint. Simply use your left Thumbstick to steer. You'll cling to a ledge if one is available, then start to climb.

If you're already at the top ledge of a building, you clamber up and onto the roof. Use Walling at any time if you're unable to progress horizontally or want to quickly scale buildings from the ground. Just remember that this is Socially Unacceptable, so expect Guards to respond if they see you.

Vertical Maneuvers \ Climbing and Ladders

Profile: High only



You can climb every structure, in every direction, providing there are areas to hold.



Hanging and moving around a corner. If you stop and hang, you can either drop down or enter High Profile. In High Profile, press the Legs button to rock back and forth, then Leap (with the left Thumbstick).



Protruding beams can be scrambled over near the wall or at the end of the beam.



Remember that sometimes a Jump to the right, left, or behind you aids in your progress.



Ladders allow quick access without raising the alarm.

Climbing is another fundamental element of your maneuvering; it is perhaps the most useful of your noncombative techniques. Once you've succeeded in Walling, Dropping and Grasping, or hanging, or you've moved to an area of wall where you can grip onto a handhold, you can begin to climb. At any time, you can drop, Wall Jump off the structure you are climbing, or continue to the top, sides, or bottom.

Tip You can climb in all directions, whether ascending, descending, or moving laterally.

Any ledge, boss (circular protrusion), lip, plinth, or beam that comes out more than two inches from a wall or building is able to be climbed.

You can climb and dangle from many overhangs, then pull yourself up and continue to climb.

You can Drop and Grasp, which is quicker than descending via the handholds.

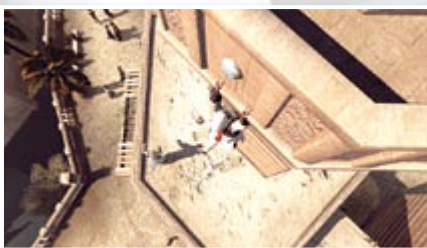
Climbing is used to reach View Points, maneuver over Guards on the streets below, and reach rooftops that allow quicker progress to different locations.

Ladders are the **Socially Acceptable** way of climbing. Look for them if you are being watched and want to ascend. (Just remember that your moves won't be acceptable once you reach the roof, but that only Guards on the roof will see you.)

Tip Ladders can be clambered onto from a climb, moved off of to a handhold midway up, and Dropped from (and optionally Grasped) during a descent.

Tip Remember to look for a ladder's top end if you want to be Socially Acceptable when descending from a roof.

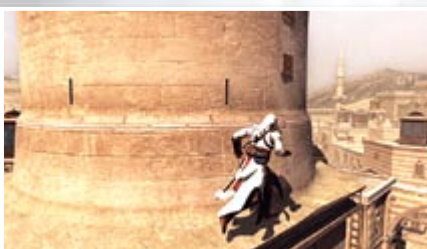
Becoming Dislodged



Beware of enemies pursuing you if you decide to climb while you are **Exposed**. Enemies either throw rocks at you (Guards) or shoot arrows (Archers), and easily

cause you to fall. React by Dropping and Grasping if you're quick enough, or else climb around so the enemies don't have a direct line of sight.

The Puzzle Element



Climbing has a certain puzzle element to it—particularly the taller minarets you encounter in Damascus. In order to climb them, refer to the View

Point sections in the Tour of the Holy Land and Walkthrough chapters. When you're attempting to scale the grander buildings and landmarks across these lands, bear in mind the following:

There are usually ground and rooftop areas from which to reach the building (although not in all cases).

Climbing to a dead end usually means you need to move laterally until you can continue upward.

Some ascents require multiple Walling attempts and exact climbing to cling to smaller ledges or protrusions.

Scaling View Points



Your climbing ability is put to the ultimate test when you ascend to the tops of the highest spires in the land. These are usually towers, minarets, or steeples made

by Muslim or Christian stonemasons. Climb to the top, and once on the uppermost balcony or beam, use your Head to **Synchronize**. Synchronization only occurs the first time you climb (if you climb the same building again, you enter Vision or Eagle Vision). Climbing to Synchronization View Points is an optional Investigation that you should attempt if you wish to fill a specific Memory Strand, or if you want to defog your Memory Map and see the Investigations and other tasks below.

Tip Investigations are still available to attempt whether you reveal them on your Memory Map or not.

Tall spires are excellent navigational tools when you first enter a new city. Keep an eye out for particularly noticeable turrets or spires as you move around rooftops and thoroughfares—you'll gain quicker spatial awareness of your surroundings.

View Points have eagles sitting atop them that fly away when you near. This is another way to distinguish them from other types of structures.

The Highest Points

Some of the View Points you reach are almost in the heavens themselves and require sturdy footing and no vertigo-induced fear. Acting exactly like View Points,



these amazing climbs offer incredible views, usually (as shown in this picture) of an entire city. Don't forget an equally impressive Leap of Faith when you wish to head back to the ground.

Leaps of Faith (and Faithless)



The Leap of Faith: A soaring dive, pushing aside fear and full of grace. You land in a Hay Cart.



The Leap of the Faithless: A dangle, an embarrassing drop, and (hopefully) a soft landing.



A collection of pigeon feces, straw, and general grime—your clue to a Leap of Faith location.

small numbers of pigeons that flap away when you approach. It is also very important to note that you can attempt Leaps of Faith by aiming at **Hay Stacks** and **Hay Carts** that you can see below you. If you're near a Leap of Faith location, you'll automatically attempt it.

Use Leaps of Faith to quickly descend, whether you're following a foe, being chased and need to quickly descend, want a safer alternative than simply plummeting, or need a shorter alternative to Dropping and Grasping or climbing down.

Important Scenic Structures

You should know which areas of a city street or which building protrusions to look for when darting about a District. Use the following information to help you:

Scenic Steps



Look for clusters of crates, barrels, rugs, and other scenery piled into a couple of large "steps," such as the one shown. Although they may be part of a store or an actual

object (like a cart), consider them an easy way to gain height if you want to Sprint to a Free-step. Also look for beams and poles above and along the sides of a street to aid your Free-stepping and ascent after the steps.

Beams

These protrude from the sides of structures. It is important to note that you can grab the end of them while climbing without having to stop. Some have lanterns below them, and some are atop View Points so you can make the most of a Leap of Faith.



Crossbeams

Much like beams but stretching all the way across from one building to another, these are easily Leaped across and can either be hung from or Free-stepped across.



Market Stalls



You have two options when maneuvering near a market stall: you can Leap through from one side to another, which helps evade Guards, or you can climb the corner

poles and stand on the roof, then gain further height by moving to adjacent scenery.

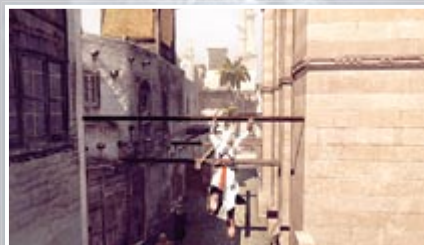
Poles and Columns

Poles are vertical stakes of various heights and widths that are secured in the ground. You can run up them and stand on the top, or use them as "stepping-stones" to



cross gaps that are normally too far to Jump. Poles are all over the docks in Acre, and exact directional Leaping is needed to ensure you don't fall in the water. Columns are similar, but are made of stone and sometimes attached to arches. They should be run up (Walling) as there are often handholds.

Rods



Rods are narrow, metal protrusions that cannot be stood on, only swung from. With this in mind, keep your momentum up while you Free-step, and don't attempt to

land on a rod or you'll fall through. If this occurs, try Grasping and hanging from it. Otherwise, use rods in the middle of your Free-stepping techniques.

Bridges



A stone bridge



A wooden plank bridge

Bridges come in many forms, whether they are stone and arched or simple wooden planks nailed together. Be aware that due to the narrow nature of these areas, you can only use your hands to Push enemies off bridges. You also slow down slightly from a Sprint when you reach one. Therefore, it is worth Jumping around a bridge if enemies are pursuing you.

Scaffolding



Scaffolding upright...



...and after you've demolished it using a pedestrian

Collections of wooden poles in a rickety, tall formation, or drying meats and fish within a wooden cage, are known as scaffolding. These structures can be climbed, sometimes leading to a sneaky way over an otherwise impenetrable wall. However, scaffolding is also an excellent way to defeat multiple foes at once: coax them over so that two or three are standing at the base of scaffolding, then Throw one into the structure. It collapses, crushing everyone nearby.

Wooden Ledges and Overhangs



Edging out from a ledge...



...and an overhang

These act as platforms in the usual manner, but those with handholds under them must be investigated further. From these you can move hand-over-hand, out from a wall, or into a wall and up onto the overhang, so don't think your way is blocked if you spot one above you.

Suspended Platforms



Construction is going on in many of the cities. As such, there are suspended wooden platforms you can use as shortcuts, as long as you steer yourself on and off them

with accuracy. Remember that the pole and beam the platform hangs on is too tall to go Walling up, but the beam can be landed on.

Candelabras



Appearing in such disparate places as Al Mualim's Library and Garnier's Hospi-

taller Fortress, candelabras are large, circular platforms you can take a rest on before continuing your Free-stepping. They are also quite good places from which to aim Throwing Knives, and also make for good vantage points.

Water

If your ancestor had one failing, it is that he never learned to swim, or at least he never swam during the memories you are experiencing. This means that falling into water results in instant Desynchronization. Don't touch the water, and make careful maneuvers through watery areas. Better yet, avoid them altogether.



Benefits of Moving at Street or Rooftop Level

Street Movement

Guards aren't always on alert when they see you

Multitude of places to hide

Combat is usually safer

Thoroughfares can be more easily learned, and Free-stepping places more easily found and remembered

Quicker to move from Exposed to Cool Down during Open Conflict

Rooftop Movement

Less chance of bumping citizens

No Trouble Makers, Beggars, or other annoyances

Landmarks and View Points are easy to spot, allowing you to become spatially aware sooner

Quicker to negotiate and get from place to place

You're always close to a Roof Garden

Easy to attack enemies on a roof or at ground level using Throwing Knives

Assassin's Bureau entrance is always on roof



If you wish to perfect all of these skills in peace, try them in Masyaf, where you don't have to worry about Guards attacking.

Defensive Training Data \ Social Stealth

An Assassin does not use darkness or shadow to complete his tasks, but rather Blends into different groups of people and adopts behavior that is perceived as Socially Acceptable. Below are two sets of tactics: how you can avoid entering a conflict by remaining Anonymous, and how to exit a conflict if you are spotted.

Note If you are Blending with crowds, and enemies are unaware of exactly who or where you are, your state is considered Anonymous. This is the state you must be in to enter certain buildings (such as the Assassin's Bureau) or begin certain Investigations (so targets aren't hiding from the threat you have revealed yourself to be). If you are under attack, or running from Guards and generally making a spectacle of yourself, you are considered to be in Open Conflict—also known as being Exposed. Exiting Open Conflict is of paramount importance if bladed combat isn't part of your plan.

Citizens and Enemies: A Lexicon

The following tactics refer to different types of Guards and citizens. Below is a description of each of them, so you are aware of exactly who you're interacting with.

Guard Descriptions



01 \ Guards: This is a general term covering every type of armed enemy (whether Saracen or Crusader) that will attack you if provoked.

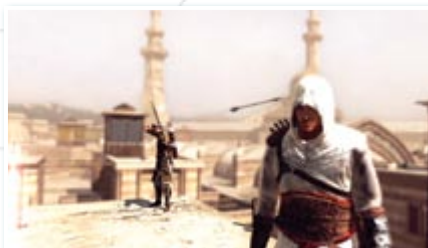


02 \ Guard Patrols: Between four and nine Guards in a formation, patrolling a path in a particular area of a city or the Kingdom.

03 \ Standing Guard: Usually referred to by the "Guard" term, some enemies stand alone in a particular area, such as the entrance to a market.



04 \ Wandering Guards: Usually referred to by the "Guard" term, some of these military types wander the city alone.



05 \ Archers: Enemies equipped with a bow, standing on rooftops. They are encountered in cities and the Kingdom.

06 \ Guard Post: A series of Guards standing in a straight line formation. Usually encountered in groups of four (although sets of two are also known by this term).



07 \ Guard Circle: A group of between four and eight Guards that surround and harass a citizen (either a female or Scholar). Helping the harassed individual is the basis of all Save Citizen Investigations.

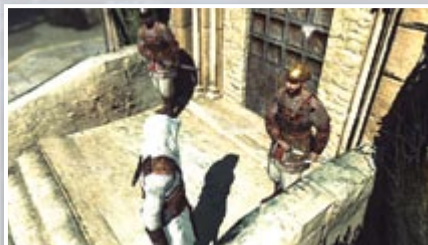


Guard Experience Descriptions

There are three different types of Guards based on their skills and hardness. Pictures of each type are shown in detail in the Characters and Enemies chapter.



01 \ Infantryman or Militia: The lowest skilled troops, clad in inexpensive armor and brandishing older equipment. They are relatively easy to dispatch.



02 \ Elite or Sergeant: Midlevel troops, clad in more impressive armor, they are usually able to order Militia around and are adept in more combat techniques.

03 \ Leader or Commander:

Excellent swordsmen, skilled with blades and advanced combat techniques (such as Counters and Dodging), they are tough to kill.



Guards react to your behavior depending on a number of factors, and they attack when they witness you attempting Socially Unacceptable activities. The allegiance of the Guards is irrelevant; if you're facing Templars, Saracens, Christians, Muslims, or even Assassins, you are treated as a threat when you exhibit threatening behavior.

Guard behavior is also influenced by the type of Guard they are and their experience. Remember that their experience is identifiable by the uniforms they wear.

Guard Awareness Descriptions

Guards exhibit physical tendencies depending on their state of mind. You can easily determine what this is (and therefore how dangerous your location is) by checking the following:

01 \ Unaware

Stance: Relaxed, with arms loose. Sword is sheathed.

Guards completely ignore you, are not alert, and are not holding any weapons. They only react if the crowd is alerted by you, or if you kill someone in front of them. They also react aggressively if you provoke them (Tackling, Pushing that isn't gentle, or swordplay), or if they witness another Guard acting in an a Suspicious or Informed manner.



02 \ Suspicious

Stance: Hand on sword, but still sheathed. A slightly nervous look.

Guards know you are here somewhere, but they haven't pinpointed you. They now have a Proximity Radius that you must not cross, and they will become Informed and aggressive if you do. They are less tolerant to your provocations, and they have their hands on their sword hilts.



03 \ Informed



Stance: Sword out, actively looking.

Guards have swords drawn and will run and actively seek you out, shout warnings, and attempt to engage you immediately. They know what you look like, and any action within their Proximity Radius results in chase, combat, and you in Open Conflict.

The following chart shows the initial awareness levels of all the Guards in the Holy Land. The awareness of each Guard type changes the moment your assassination is complete.

Target Assassination	Unaware Guard Type	Suspicious Guard Type	Informed Guard Type
1: Tamir	Standing Guard, Wandering Guard	Archer, Guard Post, Guard Circle, Guard Patrol	None
2: Garnier de Naplouse	Standing Guard, Wandering Guard	Archer, Guard Post, Guard Circle, Guard Patrol	None
3: Talal	Standing Guard, Wandering Guard	Archer, Guard Post, Guard Circle, Guard Patrol	None
4: Abu'l Nuqoud	Standing Guard, Wandering Guard	Archer, Guard Post, Guard Circle, Guard Patrol	None
5: William of Montferrat	Standing Guard, Wandering Guard	Archer, Guard Post, Guard Circle, Guard Patrol	None
6: Majd Addin	Standing Guard, Wandering Guard	Archer, Guard Post, Guard Circle, Guard Patrol	None
7: Sibrand	None	Standing Guard, Wandering Guard, Archer, Guard Post, Guard Circle	Guard Patrol
8: Jubair Al Hakim	None	Standing Guard, Wandering Guard, Archer, Guard Post, Guard Circle	Guard Patrol
9: Robert de Sable	None	Standing Guard, Wandering Guard, Archer, Guard Post, Guard Circle	Guard Patrol

States of Play: Anonymous and Open Conflict

You spend most of your time in one of two dominant states: **Anonymous** and **Open Conflict**. This next section covers everything you need to know about these states.

A Blade in the Crowd: Anonymous

In this safe, normal state, you are treated as just another face in the crowd. Guards won't stop or attack you unless you move right next to them or act aggressively near or toward them. As you'd expect, without Guard harassment you are able to uncover much information during your Investigations. You are encouraged to maintain this state as much as possible if combat is a low priority and information gathering is a high priority.





Note You can only access the Assassin's Bureau entrance (on the roof) in an Anonymous state.

This also applies to assassinations of the nine Targets.

After a Target assassination, you must change from an Exposed state to an Anonymous state before you can re-enter the Bureau.

You lose your Anonymous state by being spotted assassinating someone, Pushing crowd members, Tackling, openly brandishing a weapon, and generally acting aggressively. These actions are also sometimes accompanied by a loss of Synchronization.

Out in the Open: Exposure and Open Conflict



The two terms are interchangeable and refer to a period when military enemies are actively in conflict with you, whether this is fighting, aiming arrows, or chasing

you. The DNA Synchronization symbol turns red, and your state is known as **Exposed**. You must return to an Anonymous state in order to continue whatever Investigation you are trying to accomplish, although you can fight for as long as you wish (or are able).



Note Attempt the following to go from Exposed (Open Conflict) to Anonymous:

Break the line of sight of your pursuers, then locate a hiding spot or Blend.

Kill all the enemies nearby, then locate a hiding spot or Blend.

The Abstergo logo in the DNA Synchronization bar gives instant information on your current state. When Exposed, you do not lose Synchronization when pushing the crowd aside, as you would if you Tackled when Anonymous. Instead, you lose Synchronization by enemies striking you during combat.

DNA Synchronization Bar

Open Conflict and Anonymous States

This shows important feedback information during your adventure. The Abstergo logo to the left indicates one of the following states:



01 \ Exposed: Red icon. You are in Open Conflict with enemies either pursuing or engaging you. Lose their line of sight or fight them.

02 \ Cool Down: Yellow icon. You are in Open Conflict, but your enemies have lost your line of sight. Locate a Blending or hiding spot at once.



03 \ Vanishing: Blue icon. You are hidden from enemies, but will revert to the Cool Down state if you reveal yourself. Stay Blended or hidden.

04 \ Vanished: Green icon. You have become Anonymous but are not fully Synchronized. Remain Blended to achieve an Anonymous state.



05 \ Anonymous: White icon. You are safe until you make a move that is Socially Unacceptable. This is the state to aim for.

The Witness Indicator

There are two additional icons that are shown: small yellow or red circles within the Abstergo logo. These occur only after you have already attempted a **Socially Unacceptable** move (such as fighting, assassinating, Tackling, or bumping into citizens—anything that loses you Synchronization). The icon refers to the state the Guards are in:



01 \ Suspicious: Yellow circle. Guards have seen something (such as finding a body or hearing a Commotion), but haven't investigated it yet.

02 \ Informed: Red circle. Guards have swords drawn and are actively looking for you. You become Exposed if they recognize you (if you move too close to them).



Guard Reaction Chart

The following table reveals what actions it takes for you to change the state of a Guard, so you can see how to avoid or coax Guards into Open Conflict:

Current Guard State	01. Your Interaction Resulting in Informed Reaction	02. Your Interaction Resulting in Open Conflict Reaction	03. Your Interaction at Close Quarters Resulting in Informed Reaction	04. Your Interaction at Close Quarters Resulting in Open Conflict Reaction	05. Your Interaction With the Environment Resulting in Open Conflict Reaction	06. The Guard's Behavior Resulting in Informed Reaction	07. The Guard's Behavior Resulting in Open Conflict Reaction
Unaware	Sees a dead body	Witnesses a killing; shouted at by Open Conflict Guards to help	You bump him*	You Grab and Throw him; he witnesses other Guards in Open Conflict	None	None	None
Suspicious	Witnesses you Pushing; sees your weapon unsheathed; sees a dead body	Witnesses a killing; shouted at by Open Conflict Guards to help	You invade his Proximity Radius	You bump him*; you Grab and Throw him; he witnesses other Guards in Open Conflict	None	He moves close enough so you're in his Proximity Radius; he sees a dead body	Witnesses a killing; witnesses you in Open Conflict; you cross a Guard Post
Informed	Sees a dead body (stays Informed)	Witnesses a killing; witnesses a Fistfight; witnesses you Pushing; sees your weapon unsheathed; shouted at by Open Conflict Guards to help	None	You invade his Proximity Radius; witnesses anyone in Open Conflict	Witnesses Free-step, Walling, or Sprinting; you break something**	None	He moves close enough so you're in his Proximity Radius; he sees you moving across a roof; you cross a Guard Post; sees your weapon unsheathed; witnesses anyone in Open Conflict

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* "Bumping" a Guard includes the following:

Colliding with him
Pushing a citizen into him
Pushing a Trouble Maker or Courageous Citizen into him

** This includes a Jar or Crate Carrier's cargo, a market stall's contents, or scaffolding.

Knowing an Informed Guard When You See One



The differences between how an Unaware or Suspicious Guard reacts, and how an Informed one does, is something to notice—it helps you plan your options.

Here's what to look for when a Guard's status goes from Unaware or Suspicious to Informed, and what to look for when you're in Open Conflict:

An Informed Guard's Behavior:

He yells at you; you are told that you will be attacked if you continue your (Socially Unacceptable) behavior.

He looks at you.

He pulls out his sword, just waiting for you to make a "mistake" so he can attack.

A Guard in Open Conflict:

He yells at you; you receive a warning (sometimes in English) that you are under attack.

You are rushed and attacked.

Socially Unacceptable Behavior (and How to Get Away With It)

There are a multitude of moves, many of which aren't acceptable in polite society, or even the bustling Souks and filth-ridden streets of the three cities. This section reveals which behavior is tolerated, and how you can achieve interesting results based on what the Guards are actively looking for.

Causing a Commotion

Under the umbrella of Socially Unacceptable behavior are antics known as **Commotions**. There are three types: **Small**, **Big**, and **Aggressive**.

Small Commotions:

These make Unaware or Suspicious Guards look at you, or Informed Guards immediately enter Open Conflict.

The following are deemed Small Commotions:

Guards witnessing Free-stepping, Sprinting, Walling, or Jumping

Guards witnessing you Sprinting around them

Guards witnessing a Fistfight (with you and a Courageous Citizen or Interrogation victim)

Guards witnessing you lobbing Throwing Knives

When you enter their Proximity Radius (only if the Guard is Unaware when you do so)



Big Commotions:

These make Unaware Guards look at you, Suspicious Guards go into an Informed state, and Informed Guards enter Open Conflict. However,

if you are **directly interacting** with an Unaware or Suspicious Guard, they will also enter Open Conflict. The following are deemed Big Commotions:

- Guards witnessing you Grabbing
- Guards witnessing you colliding with a citizen or another Guard
- Guards witnessing or hearing shouts after you Tackle or Grab and Throw a citizen
- Guards seeing your weapon unsheathed
- Guards seeing a dead body
- When you enter their Proximity Radius (Unaware Guards excluded)

The following status changes occur:

- A Big Commotion involving a citizen: An Unaware Guard looks at you.
- A Big Commotion involving a citizen: A Suspicious Guard changes to Informed.
- A Big Commotion involving a citizen: An Informed Guard changes to Open Conflict and engages you.
- A Big Commotion acted on a Guard: An Unaware Guard changes to Informed or Open Conflict depending on the action.
- A Big Commotion acted on a Guard: A Suspicious Guard changes to Open Conflict and engages you.
- A Big Commotion acted on a Guard: An Informed Guard changes to Open Conflict and engages you.
- A Big Commotion acted on a citizen: Citizen shouts, and Guards who haven't seen the Big Commotion turn and view you.
- A Big Commotion acted on a group of Guards: They act in unison after the first in the group reacts to you.

Aggressive Commotions:

These are the least Socially Acceptable antics you can engage in. Guards are automatically in Open Conflict if you attempt one of the following actions:

- You are witnessed killing a citizen or Guard*
- A Guard witnesses another Guard in Open Conflict
- You Grab and Throw a Guard
- A citizen shouts for help after you exhibit antisocial behavior toward them**



** This does not include Stealth Assassinations. Killing by other means creates a 15 meter (50 foot) radius around the victim. If a Guard has a direct line of sight within this distance, expect trouble! Remember that a simple killing of an innocent (Throwing them into scaffolding, for example) can cause you to enter Open Conflict instantly, so watch out.*

*** After a citizen shouts, you are Exposed. However, if no Guards have a line of sight, you immediately enter the Cool Down phase. Also, Courageous Citizens can shout for help and get a Guard response, but only after you unsheath a weapon during your fight (Fistfights are ignored). Other Pickpocket victims can shout for help, too, but they get a Guard response only if you're spotted during the act of stealing.*



Tip

When you begin your Investigations, it is important to remember that you must actually create types of Commotion to succeed in your task (using Fists to beat up an Interrogation suspect, for example). For this reason, follow the Walkthrough chapter's advice and, as a general rule, don't attempt Commotions in front of Guards.



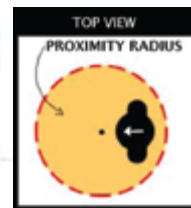
Tip

Remember that citizens simply shout in protest when you create a Commotion with them, but Guards shout for backup, so expect more foes when this happens. Also, citizen shouts go unheard if a Guard isn't within visual range of the Commotion.

Invading a Guard's Personal Space \ The Proximity Radius



The Proximity Radius of a Guard



Guards all have a **Proximity Radius**, as shown in the diagram. This is an invisible circle 1.5 meters (5 feet) around each Guard. Think of it as their own personal space. Notice that the middle of the radius is in front of the Guard, so you can move behind him without him becoming aware of you.



Tip

Make sure you don't move into this radius and you'll be safe from Guards (until you commit antisocial behavior).



Tip

Guards only have a field of vision that extends on the same lateral plane from the ground to six meters (20 feet) into the air. As they don't look up, you can use this to your advantage and move above them. You're safe as long as they don't hear any noises or see someone fall into their line of sight.

Half a second after you enter a Guard's personal space, you usually receive a verbal warning to step away from the Guard. If you remain inside the Proximity Radius, expect the Guard to warn you again in five seconds. After that, he will go from Unaware to Suspicious, then to Informed, then engage you in Open Conflict.

Walking Into an Unaware Guard's Proximity Radius

If you are Blending or attempting Gentle Pushes, there is no effect and you are safe.

If you are simply standing or moving into him, you are asked to move and have five seconds to do so. If you don't move, the Guard becomes Suspicious.

If you cause a Commotion, the Guard becomes Suspicious or Informed, and usually attacks.



Walking Into a Suspicious Guard's Proximity Radius

If you are Blending or attempting Gentle Pushes, there is no effect and you are safe.

If you are standing or moving in the Proximity Radius, you are shouted at and told you will be attacked.

The Guard looks at you.

If you persist, but don't cause a Commotion, the Guard pulls out his sword and waits for you to attempt antisocial behavior. He is now Informed.



Walking Into an Informed Guard's Proximity Radius

If you are Blending or attempting Gentle Pushes, you are attacked.

If you move into the Proximity Radius, you are shouted at and attacked.

Open Conflict occurs.



Tip You can cancel the problems associated with invading a Guard's Proximity Radius by Blending or moving away and out of the Guard's line of sight. This can be done on horseback or on foot. However, if you hit the Guard while Blending, the advantageous effects are nullified.



Kingdom Guards, Patrols, and Posts

The only differences between Guards you encounter in a city, and those in the Kingdom, are as follows:

Their Proximity Radius is larger (15 meters/50 feet).

Their line of sight is longer (50 meters/164 feet).

All Kingdom Guards are Informed and ready to enter Open Conflict.

Remain Anonymous by walking or riding a horse in an Anonymous Blended state.

You can also outride Kingdom Guards; they give up the chase when they fall 50 meters (164 feet) behind you.

Invading an Archer's Personal Space \ Archer Proximity Radius



Rooftop Archers do not tolerate you on their rooftops and are automatically Suspicious. They have a vision that is limited to 15 meters (50 feet) in front of them,

with a 90-degree arc from the front. This means they lack peripheral vision and can be Stealth Assassinated a little easier than the Guards on the ground. Once an Archer spots you, the following occurs:

You receive a warning that you're not supposed to be on the rooftops. You have 10 seconds to leave the Archer's line of sight.

If you are closer than five meters (16 feet), the Archer will attack you (with arrows), draw a sword, and actually move to engage you if you venture within five meters (five feet) of him.

A Suspicious Archer carries a Bow on their left shoulder, giving you a clue as to their state.

An Informed Archer shouts and begins to attack you on sight.

Like other Guards, Archers can only see between the ground and six meters (20 feet) in height, so judge if the View Point you're climbing to is high enough for you not to worry about Archers. Archers can be stationary or on patrol. They are always alone, but be sure to look out for Archers on nearby buildings, too.



Stationary Archers: They stay in the same place and stand for 10 seconds, turn 90 degrees to the right and look for 10 seconds, then repeat this, eventually making a full circle. You can react to this by creeping or running behind them, then Stealth Assassinating them from behind. A Throwing Knife is also highly recommended!



Patrolling Archers: These Archers have unique patrol routes, but they usually walk to each of the corners of the building on which they're standing. The Archer moves to a waypoint and stops for 10 seconds, turns 90 degrees, stops again for 10 seconds, and continues this until he's completed a 360-degree turn. He then walks to the next waypoint and repeats the slow turn. Use the same tactics you would to defeat a Stationary Archer.

Tip If you kill an Archer, they are not replaced for the remainder of the Memory Block you are playing.

If an Archer is within 10 meters (33 feet) of a fight between you and Guards on a rooftop, they fire arrows at you.

Archers do not descend from rooftops, and can easily be navigated around.



Kingdom Archers: Archers looking out across the Kingdom have exactly the same pattern of movement as city Archers, except they can see 50 meters (164 feet) in front of them and not 15 meters (50 feet). Remember this when planning to attack them.

Invading a Line of Soldiers \ Guard Post Proximity Radius



A Guard Post is slightly more observant than a single Guard. Their Proximity Radius is 1.5 meters (5 feet) in front and behind them, making Stealth Assassinations much more tricky. As a wall is usually to each side of the Post, attacks from the left and right are also difficult. Guard Posts are usually **Suspicious** of you to begin with, so watch for the following:

Suspicious Guards at a Post shout a warning, then go into an Informed state.

Informed Guards at a Post attack you on sight when you enter their Proximity Radius.

Guard Posts automatically go into Open Conflict if you try to pass between them.

Guards from a Post join a fight if you are fighting other Guards within 10 meters (33 feet) of their Post.

Guards in Open Conflict return to their Post if they move more than 30 meters (98 feet) away from the Post, meaning that you can outrun a Guard Post if you wish.



See the section titled **The Four Ways to Enter a City** (p34) for tactics on moving past a Guard Post unscathed.

Invading a Group of Harassers \ Guard Circle Proximity Radius



A Guard Circle is always found surrounding a citizen you must save as part of an optional **Investigation** (see the **Investigations** section of this chapter for more details). The behavior of the Guard Circle is identical to the Guard Post, except these Guards immediately go into Open Conflict if you:

Target one.

Move within 1.5 meters (5 feet) of any of the Guards in the Circle.

Cross the perimeter of the Circle.

⚔️ Action Training Data \ Combat

By now, you should have learned what it takes to begin a violent battle between yourself and up to 12 Guards (with many more waiting their turn to slay you). Although your tenets recommend you keep your optional combat to a minimum, you can engage Guards in a fight using one of your five different weapons or any of the many combat techniques.

Fistfights

Available all the time.



Your left and right Fists aren't a match for swordsmen, but if you're called to use your pummeling during an Interrogation, or want to rough up various citizens just for

fun, try employing your Fists (👊) and using your **Armed Hand** attacks to inflict quick overhand punches to pound a target into submission. During all other combat, switch to a favored blade.

Hidden Blade

Available at Rank 1 (once acquired).

Your missing ring finger is the only evidence to the outside world that you are carrying the most feared of the Assassin's equipment: a Hidden Blade. This blade (🔪) allows you make

one of the following moves, which are known collectively as Stealth Assassinations:



A Low Profile Kill (where you grab the neck and thrust the blade from behind)



A High Profile Kill (where you leap on his back and slam the Blade through his neck)



An Unaware Kill (where you simply walk up to a Guard or citizen and stuff your blade between their ribs)



A Prone Kill (where you throw an enemy to the ground and Stealth Assassinate them before they rise)



A Hanging Kill (where you grasp a narrow climbing point above your target, then Stealth Assassinate them in a swooping move from above)

Tip Remember to **Target** your enemy before executing a **Stealth Assassination**. You can also attempt **Counter Attacks**. While these are spectacular, remember that they leave you open to many more attacks because you cannot effectively block.

You should ideally perform a **Stealth Assassination** by sneaking up behind a Guard with your **Hidden Blade** selected and pressing the **Armed** button. There are rules you must learn so that each kill is successful:

You cannot usually **Stealth Assassinate** if the Guard is **Suspicious** of you (meaning he's looking at you).

If this occurs, either go around the back of the Guard (where his **Proximity Radius** is less pronounced) or **Stealth Assassinate** him before he has time to react to your presence (caused by the **Proximity Radius** reaction).

The **Stealth Assassinated** Guard does not become a dead body until he hits the ground, giving you time to move out of the way.

Once the body is on the ground, other nearby Guards react to it as detailed previously, usually becoming **Suspicious** or **Alert**.

Stealth Assassinating a Guard does not create a **Commotion**. It simply creates a dead body.



*You are grabbed and pushed back when you try to **Stealth Assassinate** a Guard who is **Suspicious**.*



*Simply **Grab** and **Throw** the enemy instead—so he falls to the ground—then **Stealth Assassinate** him before he can get up.*

Tip **Stealth Assassinate** a Guard near a group of other Guards (ideally a **Guard Post**), then sneak in behind them while the Guards leave their post. This is a key technique to maneuvering into and around a city.

Throwing Knives

Available at Rank 3, once the **Knife Belt** is acquired: 5 Throwing Knives.

Augmented at Rank 6, once the **Boot Knife Belt** is acquired: 10 Throwing Knives total.

Augmented at Rank 9, once the **Shoulder Knife Belt** is acquired: 15 Throwing Knives total.

Be sure you test out the **Throwing Knives**, accessed when you draw your **Short Sword** (⚔), at a distance. You can now throw small, sharp-tipped daggers in order to kill enemies.

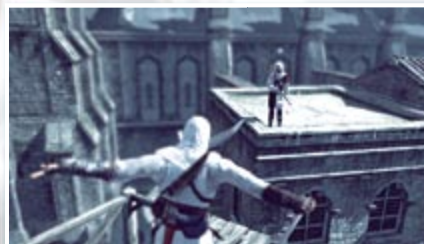


*Once armed, you make a sweeping throw with your arm. A second later, the **Targeted** enemy drops.*



Use **Throwing Knives** to drop two or three incoming Guards when you are entering a close-quarters fight or **Guard Circle**.

Use **Throwing Knives** to help end the pilgrimage of a powerful **Crusader Templar** by wounding him as he closes in.



Create a distraction by lobbing a **Throwing Knife** at a foe on the edge of a rooftop or near a **Guard Post**.

Don't go overboard, though. Your specific **Targets** are simply angered if you try to **Assassinate** them with a **Throwing Knife**!



Tip Remember, you must **Target** your enemy to lob the **Throwing Knife** accurately. Don't waste **Throwing Knives** by simply lobbing them anywhere!



Caution The edges of buildings, roofs, and other obstacles can impede your Throwing Knife trajectory. Make sure you have a clear path from your throwing arm to the victim. However, also remember that as long as you have Targeted your enemy, you don't have to physically watch him when you make the throw.

Here are some important points to remember when utilizing these extremely useful weapons:

Chuckling a Throwing Knife creates a Small Commotion.

Throwing Knives are one-throw, one-kill.

When a Guard sees you killing someone with a Throwing Knife, he immediately enters Open Conflict with you.

The Guards and citizens that haven't seen you lob the Throwing Knife react with the usual "see dead body" behavior.

When a Guard sees a dead body, they automatically enter Informed status.

Informed Guards react to Small Commotions, so they will enter Open Conflict if they see you tossing these Throwing Knives.



Tip In addition to Pickpocketing Courageous Citizens, you can find Throwing Knives if you return to the table at Al Mualim's Library in Masyaf.

Short Sword

Available at Rank 2 (once acquired).

Augmented at Rank 8, once Sword +1 Enhanced is acquired.

Also known as a Long Dagger in some Assassin circles, this is a quicker but less damaging blade compared to the main Sword weapon. Once you draw it (↵), you have the **added benefit** of utilizing Throwing Knives. You only utilize the Short Sword when you're in close combat.



In combat itself, all of these maneuvers (shown) are used. The Short Sword is faster than the Sword, but Guards find it easier to Counter. You are able to attempt a variety of spectacularly violent Counters though, as shown in the previous pictures.

Sword

Available at Rank 1 (once acquired).

Augmented at Rank 5, once Sword +1 Enhanced is acquired.

Augmented at Rank 7, once Defense Breaker Sword is acquired.

Augmented at Rank 9, once Sword +2 Enhanced is acquired.

Also known as a Long Sword in some Assassin circles, this is a relatively slow but highly damaging weapon (⚔). Only use the **Sword** in close combat and on horseback. This is the main weapon you should use to fight Guards if you wish to emerge from the crowds or are discovered.



In combat itself, all of these maneuvers (shown) are detailed in the subsequent section. The Sword is slower than the Short Sword, but Guards find it more difficult to Counter, and it is easier to finish off tougher Guards with it.

The Rules of Short and Long Sword Engagement

Your fighting abilities change depending on your ancestor's Assassin Rank. The following abilities are mastered at various stages during the adventure. It is important to know which ones you have and which you cannot access; the Instructor at the Masyaf Fortress **Fighting Circle** offers tutorials on each ability you've mastered. As the Assassins were known for their deadly defensive Counters, expect to utilize these skills when you receive them. Beforehand, you may wish to steer away from larger confrontations.

Swordplay is broken down into **Offensive and Defensive** moves:

Low Profile Offensive Moves



The Step: Press the Legs button in Low Profile to perform a stepping motion in the direction you're holding the Thumbstick.



The Grab: Press the Unarmed button to Grab and Throw an enemy Guard in the direction you're holding the Thumbstick.



Tip Hardened enemies, like Templars or Guard Leaders, still fall to their deaths with a single Throw from a rooftop, so remember to try this technique!





The Attack: Press the Armed button to strike with your currently equipped weapon. Make sure it is the Short or regular Sword if you want an easier fight.



Advanced Attack Tactics \ Strong Attack: The strength of the attack depends on how long you hold down the Attack button. Tap for a quick attack and hold for a slower, but stronger, attack (as shown).



Advanced Attack Tactics \ Combo Kill: Continue tapping the button to continue with a combo attack. Make sure you tap the button just as you strike—you push even the most toughened foe back. Keep this going to finish him off with a brutal takedown.



Advanced Attack Tactics \ Target and Attack: To clear an area of taunting or low-quality swordsmen, try an Attack, then immediately Target and attack a second enemy, then a third. Make a circular series of strikes around the enemies surrounding you, cutting them down or backing them up if they block.



Advanced Attack Tactics \ Defense Break: The last skill you learn is the Defense Break, which is to step in using

your Thumbstick, then Attack. You know you're successful as the foe is caught off balance, and you can follow up with a Combo Kill.

Low Profile Defensive Moves

When fighting, holding yourself in High Profile enables defensive actions like Counters and Dodging.



The Block: By default, holding the High Profile Trigger makes you deflect enemy attacks. Do this immediately before planning your attack strategy. Remember, you can still be Desynchronized when deflecting.



The Dodge: Press the Legs button with correct timing (which you should practice to get right) to perform a Counter Dodge move that exposes the enemy for a strike. Retaliate with a regular Low Profile Attack just afterward.



The Counter Grab: Use the Unarmed button with the correct timing (just as your foe is beginning his strike) to perform a Counter Grab, turning and pushing the enemy away. Sometimes you're able to follow up with a regular attack, and sometimes you push the foe to the ground, away from you. You can also use this to counter an opponent who grabs at you, Grabbing his wrist and Throwing him away from you.



The Counter Attack: Press the Armed button with the correct timing, just as a foe is starting his attack, to perform the Counter Attack. You turn the foe's momentum against him, retaliating with a bloody and spectacular takedown. There are dozens of different Counters depending on which attack your enemy is coming in with and when you press the button.

Targeting and Leaving Fights

Remember you need not fight, but it is wise to stop Targeting and Sprint away if you wish to flee. Always disengage from Targeting so you don't simply run around the Guards circling you.



The Later Battles

Use the following plans to ensure you can survive every type of combat situation:

If an enemy is taunting you, attack at once.

If an enemy is trying a Strong Attack, attack quickly.

If an enemy grabs you, use the Counter Grab move.

Remember to vary your attack styles, mixing up Dodges, Counters, and Combos.

Counter Attacks are by far the most important attacks to attempt.



Always follow up a Counter that doesn't result in a kill with a quick attack.

Practice at the Fighting Circle in Masyaf.

When you encounter more quality Guards, Target them first. They need to be tired out, so Counter them until your Counters result in a kill instead of throwing them back.

If you succeed in killing enemies without taking damage or failing to take advantage of an enemy mistake, you can rout the remaining few foes.

Try out both the Short Sword and Sword, but use the Sword for later fights, when you finally receive the +2 Enhancement.

Ranked Combat Skills

The following table shows when you receive combat abilities, which can be practiced in the Masyaf Fighting Circle:

Ability	Attack Style	Rank	Notes
Practice Fight	Attack	1	The basic attack and Combo Attack
Combo Kill	Attack	1	Finish a Combo Attack with a gruesome kill
Counter Attack	Counter	2	Counter an enemy's attack
Throwing Knives	Throwing	3	Throwing Knives augment Short Sword
Counter Grab	Counter	4	You can Counter Grab a foe and Throw him
Unbalance	None	5	When Thrown, you roll and stand, leaving you less prone
Dodging	Counter	5	You can step around an attack, then retaliate
Defense Breaks	Attack	7	You can step in and attack, leaving your foe off balance

Stealth Training Data \ Escaping and Blending

By now you should have familiarized yourself with the many ways of being discovered, threatened, and battled against. This section gives you all the information you need to escape, no matter what threats present themselves. To begin with, you are liable to remain in Open Conflict as long as you haven't attempted Blending or using a hiding spot.

Caution Simply using the praying Blend isn't going to help matters; the Guards aren't going to ignore you until you find better cover!

When Open Conflict Begins

You remain in Open Conflict as long as you haven't Blended or used a hiding spot. Remember the following information so you know when Open Conflict has begun.

A Guard that sees another Guard in Open Conflict with you automatically joins the fight. The number of Guards can fluctuate, but usually never reaches more than 12.



If you escape your pursuers, but run into more Guards that haven't been in Open Conflict with you (in a new part of the city, for example), they won't attack you unless they see Guards already chasing you or hear them shout an alarm.

Guards don't usually react to citizens fleeing the area (if you're not visible or creating Commotions that they can see).

The Dead Body Distraction



You can use the Hidden Blade to defeat Guards without being spotted by other Guards, even if they are close by (as long as the Guard you kill doesn't alert anyone

and you remain a "blade in the crowd"). However, all Guard types are attracted to a dead body, whether it is a citizen, a Guard you've Stealth Assassinated on the ground, or one that has fallen from the rooftops.

Caution Keep on Stealth Assassinating citizens and you're eventually Desynchronized, only to reappear in a previous Memory Strand. Your ancestor did not kill the innocent!

Although dead bodies don't reveal your position, Guards become wary when they see one. They move and inspect it. After five seconds of checking out the body, their state changes to Informed. In addition:

Guards can only be attracted to a dead body once.

Assassination Targets that see a dead body do not walk to it.

Exiting Open Conflict

Step 01 \ Lose the Enemy Line of Sight

This is achieved in one of two ways:

Escape the Guards and run around a corner so your **Exposed** icon changes to **Cool Down**. Then dart up a wall or around a subsequent corner and locate a hiding spot.



Simply kill all the Guards in the immediate vicinity, then Blend when no more appear. Your **Exposed** icon changes to **Cool Down**.

Step 02 \ Cooling Down



You are still in **Open Conflict**, and your status can change back to **Exposed** if you're rediscovered by the Guard (who is still actively searching for you). However, you have

many more options in this state: you can use Blending or hiding spots to recover and enter the **Anonymous** state.

Step 03 \ Blending

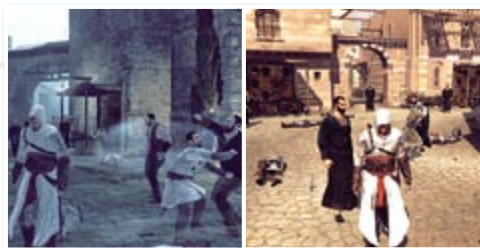
When you're **Cooling Down**, you still can't simply Blend in **Low Profile**—this only works when you're **Anonymous**. Instead, you must find one of the following hiding spots and utilize it.

Scholars: Locate a group of four Scholars and Blend with them. You automatically follow their chanting group. Scholars can either be found in areas where you

have completed **Save Citizen Investigations**, or dotted around the cities, usually near landmarks or unique structures. They always take a looping route.



Scholars allow you to pass through **Guard Posts** without any problems. This is an excellent tactic to try!



Vigilantes: These burly men (in Acre) or black-robed acolytes (in Damascus and Jerusalem) help fend off Guards by grabbing pursuers and allowing you to easily reach the **Cool Down** state. Although not strictly enabling you to **Blend**, then slow down foes. They are only available after you complete **Save Citizen Investigations**.



Benches: Sit between two citizens while **Cooling Down** and your pursuers are likely to run right past you. Only try sitting on a **Bench** when there

are citizens on either side of you; if they stand up, you're still **Exposed** and need to **Cool Down**. Remember to look for **Benches** inside buildings or in out-of-the-way places.

Hay: Hay Carts or Stacks can be Leaped into, either from the ground or via a **Leap of Faith**. Leaps of Faith are excellent, as you can attempt them while **Exposed** and you almost always **Cool Down** as you hit the **Hay**.



Roof Gardens: Dotted throughout the cities are small, curtained structures that allow you access inside. Be sure you move around the back of one if pursuers

are behind you and can see you. You must **Cool Down** before using them, then hide inside until the screen flashes and the coast is clear.



If you automatically hop out of a **Hay Stack** or **Roof Garden**, you're still **Exposed**. Lose your foes around the next corner, then return here.



If you want to see your pursuers behind you, switch to the **Chase Camera** while fleeing.

Once you're Blending or in a hiding spot, you must stay there until the Guards halt their search for you. Here's what the Guards do:



They reach the last point where they saw you.

They look around, sometimes scratching their heads in bewilderment.

They shrug their shoulders and sometimes murmur that you got away.

They leave your location; emerge and you're now Anonymous.

Tip If you become Exposed during an Investigation, you can replay it after you become Anonymous again.

The Infamous Global Alert



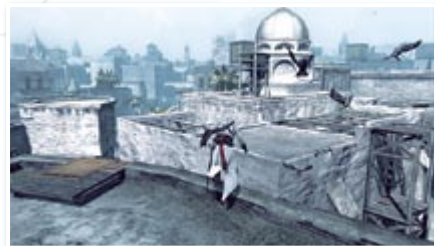
The most dangerous time of all is when you reveal yourself to one of your **Assassination Targets**. Now every single Guard in the city is Informed and

waits to strike at you! Here is what you must do to ensure your safety:



Kill the Target. As long as he is alive, you are in Open Conflict.

Return to the Assassin's Bureau. Break the line of sight of your pursuers, then Blend or find a hiding spot, become Anonymous, and return to the Bureau.



When Global Alert is engaged, additional problems occur:
The gates of the city are closed.

All Guards states are set at Informed.

Alerted Guards start attacking you on sight.

Once you are Anonymous, Guards stop the chase but are all still Informed, so you must remain extra careful as you return to the Bureau.

Interactive Training Data \ Specialized Citizens

Some of the crowds you maneuver through are a little less faceless than others, and it is advisable to pick out the following threats, hindrances, and helpers so you can react to them properly. Here's what to look for:

Commotion-Causing Citizens

Caution If you react to the following citizens improperly, you trigger a Big Commotion...and every Guard-based situation that occurs with that event.

The Jar Carrier:
If the jar on this woman's head falls, it smashes and creates a Big Commotion.

Response: Gentle
Push or avoid her completely.



The Crate Carrier:
If the crate this man is holding falls, it smashes and creates a Big Commotion.

Response: Gentle
Push or avoid him completely.



The Beggar: If you shove him away from you, this creates a Big Commotion.

Response: Gentle
Push or avoid him completely.



The Trouble Maker: If you are pushed into another citizen by this madman (or drunkard), this creates a Big Commotion.

Response: Avoid them, Stealth Assassinate and leave immediately, or Grab and Throw them carefully.



The Courageous Citizen: If you Pickpocket this man, you receive five Throwing Knives. If he uncovers you attempting this, he begins a Fistfight. This creates a Small Commotion.



Response:
Complete the Pickpocket successfully. If not, punch him out. If you use blades, this turns into a Big Commotion.



The Antics of a Courageous Citizen: Expect the following to occur when you encounter a Courageous Citizen:

Courageous Citizens are your key source for Throwing Knives, and they also tend to help out when you're pummeling a Despot during an Interrogation Investigation.

Courageous Citizens (with the exception of the Despot) don't care about what happens to other citizens.

They provoke you only if you collide with or are seen Pickpocketing them.

Once alerted, they look at you and follow you for 15 seconds, showing that they are ready to fight.

They shout insults for another five seconds.

A Fistfight creates a Small Commotion.

Additional Courageous Citizens join in if they see it.

If you draw a weapon, the Courageous Citizen flees to a Guard for help. You are then in Open Conflict.

Courageous Citizens aren't affected by morale, and they don't flee from a Fistfight.

You receive five Throwing Knives if you Pickpocket successfully.

You receive one Throwing Knife if you punch out a Courageous Citizen.

You receive nothing if you slay a Courageous Citizen with a blade.

Equine Training Data \ Horseback Riding

An Introduction to Horseback Riding



Riding a horse is the best way to cover the Kingdom's vast pathways and trails. You may only ride to the gates of each city and Masyaf—you cannot enter the city while on a horse.

Learn the basics and more advanced ways to utilize your steed.



Mount a horse using your **Unnamed** or **Legs** button. Approach from the side or behind. You can mount any horse in the Kingdom.

Horses follow you if you dismount them, so gauge whether it is better to meet up with your loyal companion or find another. They are dotted throughout the Kingdom and found by each city's gates.



Use the **Leg** button to slow the horse to a walk and Blend. Do this if you're near Guards, moving around them and avoiding their Proximity Radius.



While in **High Profile**, use the **Leg** button to push your horse into a Gallop. This is the best plan for covering long distances or smashing through Guard Patrols (but not Guard Posts). You are less maneuverable during the Gallop though, so slow at corners and turns.



Your **Armed** button causes the horse to whinny and rear up, allowing you to turn.



If a horse approaches a fence, fallen tree, rock, or other obstacle, it will automatically leap over it, if it is able. If your horse refuses, increase your speed or maneuver around the obstacle. Remember, your horse can leap the low, pointed fences of a Crusader garrison or outpost perimeter.



In **High Profile**, use your **Armed** button to unsheathe your sword. You can now ride toward enemies and slash them on each side. Use this only if a few Guards are near—it isn't advisable as more Guards pour into the Kingdom.



If you want to cover ground quickly, find the racing line on the trails. Don't stay in the middle of a trail; move to the inside walls so you travel the shortest distance possible.

DNA Strand Training Data \ Investigations

Much of this guide reveals the best tactical advice to attempt during the adventure into the Holy Land. To prepare you, here are some general rules about the various tasks you undertake.

Visiting the Holy Land and Abstergo



The action is split into seven **Memory Blocks**, each taking a day to complete. You begin and end your day at the Abstergo Laboratory. Remember, you can talk to the Abstergo

employees, and even read their e-mails if you know how to access their terminals.

At all other times, you are inside the **memories** of your ancestor. You receive a briefing from Al Mualim, then must traverse the Kingdom and meet up with your Rafiq, an Assassin who resides in the Bureau at the center of each city. He requires that you complete a number of Investigations before you are deemed worthy to complete the Assassination of an important city figure.

The Cinematic Glitch



At certain times, when you are talking to another person, you'll be able to maneuver your ancestor around. In addition, when you see a



Remember that pressing your **Unarmed** button allows you to dismount. If you press this button while you are riding fast, you can release it and execute a **Jump off** your steed. Try jumping over Guards or onto a **View Point** tower.



Later into your adventure, the Holy Land becomes awash with patrolling Guards. Guards in a triangle aren't your concern; Guards forming a line or **Post** (as shown) automatically slice the legs out from under your horse, causing you to tumble to the ground. Quickly stand and fight. Better yet, slow down before the **Post** and move around it, or disembark and fight on your own terms.

flashing glitch (as shown), press any button to gain a new (and usually close-up) perspective of the meeting. The times this is available are revealed in the Walkthrough chapter.

Investigation \ Assassin's Bureau



It is important to make contact with your brethren in each city. The central Bureau, a non-descript building with a copper dome, houses a Rafiq. He studies your Investi-

gation data and allows you to commence the Target assassination when he deems it prudent. You only need to visit him once, after between two and four of the Investigations are complete.

Investigation \ Optional \ Save Citizens

There are a number of **Guard Circles** in every District—a group of malicious Soldiers that are threatening female citizens or Scholars with violence or worse. You can ignore the citizen's pleas for help, or Target any of the Guards and attack them. After combat, return to an Anonymous state and speak with the saved citizen.





Note A female citizen summons Vigilantes that help waylay Guards. Memorize where they are to help you. A Scholar summons his brethren, allowing you access into areas you would otherwise need to break into. Save all citizens to complete this Investigation.

Investigation \ Optional \ Scale View Points



Every city has a number of towers, spires, or minarets that can be climbed. When you reach the top, **Synchronize** when your Control HUD prompts you. You receive a

sweeping view of the immediate vicinity, revealing the nearby Investigations (which can be accessed whether or not you reveal them). Continue climbing these View Points until all of the available Memory Map is uncovered to complete this Investigation.

Investigation \ Optional \ Other Objectives



Note This form of Synchronizing your DNA to effectively give you more time to battle during a protracted fight is purely optional. However, it is an exceptional plan for the fights to come, and should be completed to your satisfaction.

Throughout your adventure, attempting "Other Objectives" allow you to **augment your DNA Synchronization** to a maximum of 20. These are optional tasks you can attempt as soon as you reach a new, or previously-explored area.



This picture, for example, shows leaping after Synchronizing on top of Acre's Cathedral. This is an "Other Objective".

This picture shows a group of Vigilantes standing in the corner of the main courtyard near the Dome of the Rock, after a female citizen was saved. This is the second type of "Other Objective."



Complete one of the following to activate **Other Objectives Updates**:

Visit, scale, and Synchronize on top of any of the View Points in the Kingdom, or each District of Damascus, Acre, or Jerusalem.

Complete any of the Save Citizen Optional tasks in each district of Damascus, Acre, or Jerusalem.



When you complete any one of these Other Objectives, this additional bar appears momentarily (unless you have turned off your HUD). It informs you that Other Objectives are being updated, and one portion of it becomes filled in.



When you complete an additional **14 Other Objectives**, in any

part of the Holy Land, the bar fills up to 15. As soon as this happens, you achieve a **DNA Synchronization Augmentation**.

You can continue completing any of the Other Objectives throughout the Holy Land. Following is a table showing how many are available. Note there are more Objectives than DNA Synchronization updates, so you can pick and choose where to attempt your Objectives. Finally, once you complete an Other Objective, you can't repeat it again (so climbing a View Point twice doesn't result in a second update to your Update bar).

Number of Other Objectives Available Throughout the Holy Land:

City and District	Target	Scale View Points	Save Citizens	Total
Damascus Poor	Tamir	9	12	21
Damascus Middle	Jubair Al Hakim	7	8	15
Damascus Rich	Abu'l Nuqoud	10	10	20
Damascus Total	—	26	30	56
Acre Poor	Garnier De Naplouse	11	12	23
Acre Middle	Sibrand	9	7	16
Acre Rich	William of Montferrat	11	9	20
Acre Total	—	31	28	59
Jerusalem Poor	Majd Addin	6	8	14
Jerusalem Middle	Robert de Sable	7	6	13
Jerusalem Rich	Talal	9	12	21
Jerusalem Total	—	22	26	48
Kingdom	—	12	0	12
Grand Total	—	91	84	175
Total needed for 20 Synchronization Blocks				105



Tip The Walkthrough chapter of this guide gives you the earliest opportunity to maximize your Sync Bar, although you can attempt this at any time.

Investigation \ Eavesdropping

At various times, you'll be able to listen to the mutterings of two or more citizens or Guards via an **Eavesdropping Investigation**.

Simply locate a **Bench** (there is usually one, and sometimes two) nearest the two talkers, and don't interrupt or move near them. Use your **Head** to look at the Eavesdropping targets and listen to what they say.



Investigation \ Pickpocket



Locate two (and sometimes more) citizens or Guards talking, remain Anonymous, step close enough to begin the Pickpocket, and Target either of the talkers. When the talking ends, **Target** and follow the person with the Pickpocket purse or satchel. You can stop Targeting if you need a wider view. When he stops, Blend, back off, or look away. Draw near and hold your **Unarmed** button to grab the information from within the satchel.



You Pickpocket specific targets, but can also Pickpocket Courageous Citizens if you require additional Throwing Knives.

Investigation \ Interrogation



Despots and orators, usually in the pocket of the Target you're finding information about, are preaching from a stage or other grand spot somewhere in the cities. To begin

the Interrogation, wait for the Despot to stop, then **immediately** punch him or follow him to a secluded area and begin a Fistfight. Don't employ blades! The Despot will eventually reveal the information you seek.

Investigation \ Informer

Throughout the cities of the Holy Land, you may encounter robed men in out-of-the-way places who wish to impart information (usually on an Assassination Target). These individuals are known as Informers, and they require that you prove your worth to them by completing a specific task.

Locating Informers

As with your other types of Investigations, Informers are found in one of two ways:

Scale View Points in the District of the city in which you wish to locate an Informer, then check your Memory Map for his position. He does not move from that space.

Visit the position without the visual aid of the Memory Map; he is there whether you have uncovered the District from View Points or not.

There is one Informer per Investigation, meaning that if there are two objectives for an assassination, there are two Informers in the District. Target the Informer to talk with him (you must be Anonymous). Once you speak to him, the Informer gives you a task to perform in order to receive the information you require. If you return to an Informer before finishing an Investigation, he hints at what you must achieve.



Every time the Informer greets you, he executes a small gesture, known as the Assassin Move.

Informer \ Assassination Requests

These Informers require you to Assassinate certain Guards within a city that are bothering or otherwise annoying them.

The Informer doesn't wish to raise suspicions, so he requires discretion as well as elimination.

The number of Guards you must Assassinate ranges between one and five.

You must remain Anonymous for the entirety of the Investigation (even after one or more of your Guard targets has fallen).

The farther you progress in your Memory Blocks, the more challenging these assassinations become.

The farther you progress in your Memory Blocks, the more likely the Informer imposes a time limit on this assassination.

Once the assassination has been completed, the Informer shares information on your main Assassination Target.

Assassinations \ Specific Tactics

The particular Guard(s) you are asked to kill are available only after you speak to the Informer. You cannot Assassinate them first, then speak to the Informer.



Each of the Guards wanders the city on a specific path. This enables you to wait (much in the same way you would just before an Interrogation) and strike at the most opportune moment.

If you fail to remain Anonymous during any part of this Investigation, you must utilize a hiding place, then return to the Informer to restart the assassination.

If you are starting an assassination for a second or subsequent time, all targets are still alive and must be tackled. For example, you cannot kill one of three targets, then begin the assassination again and only have two targets left.

Later into your Investigation, when a time limit is imposed, the time includes getting to every target, plus back to the Informer. The timer only stops after you speak to the Informer a second time.

If you are having difficulty finding your target(s), look to the map; your GPS updates their location in real time.

If you are having additional difficulty, use your Eagle Vision; these Guards will appear as yellow.

Many of the Guards have a specific and different uniform, making them straightforward to spot.

Informer \ Challenge Requests

These Informers want to test your prowess and abilities.

They are aware of your recent demotion, and hope you have the necessary agility, speed, and perception to finish the tasks they set.

A certain number of Assassin Flags are hidden around the District. You must find them and bring them back to the Informer.

The Informer always imposes a time limit on this Challenge.

Once the Challenge has been completed, the Informer shares information on your main Assassination Target.

Tip The location of each Informer Investigation is shown in both the Tour of the Holy Land and Walkthrough chapters (in multiple locations, as there are Informer Investigations across all three cities and in most Districts). You can plan the route to take prior to the Informer Investigation.

Challenges \ Specific Tactics

The Assassin Flags that you are challenged to collect have a distinct look compared to the many other types of Flags throughout the Holy Land. They look exactly like the Flags you can collect throughout Masyaf.

These Flags only appear once you speak with the Informer and the Challenge begins.

These Flags disappear if you fail to complete the Challenge, and they reappear if you attempt the Challenge on a subsequent occasion.

Assassin Flags do not count toward any Achievements or Additional Memories collectables.



The number of Flags you must collect varies in each Investigation.

All Flags are available at the start of the Challenge, and you can collect them in any order.

You are always timed during these Challenges.

Many of the Flags are in impressive or interesting locations, which should definitely be visited before or after the Challenge.

Assassin Flags are usually on rooftops, and almost always visible.

You can be in Open Conflict to collect Flags, but you must be Anonymous when you return to the Informer.

Tip You can view the Informer maps in the Walkthrough, or attempt a Challenge and learn the location of each Flag, then perfect your route by completing a few "dry runs" before starting the Challenge in earnest.

Informers \ Failure

Should any of the following occur, your Informer Investigation is failed. It can be reattempted once you leave then return to the area:

- Desynchronization (by death or killing too many citizens)
- Leaving the city
- Talking to the Bureau Leader to activate the Memory Strand 08 \ Assassination Investigation
- If the Timer expires
- If the Informer target flees (assassination objective only)

Informers \ Completing the Investigation

Once you are able to return to the Informer, the GPS icon of the Informer flashes. Lock onto the Informer to speak with him again, and be sure (as always) you are Anonymous.



Informer Investigations \ Chart

Informer #	Memory Block	Memory Strand	Target Informer Has Information On	City	Investigation Type	Number of Targets/Flags	Time Limit
—	2	None	Tamir	Damascus	None	None	None
01	3	01	Garnier de Naplouse	Acre	Challenge	20 Flags	3 Minutes
02	3	06	Garnier de Naplouse	Acre	Assassination	1 Target	None
03	3	01	Talal	Jerusalem	Assassination	2 Targets	None
04	3	05	Talal	Jerusalem	Challenge	18 Flags	3 Minutes
05	4	04	Abu'l Nuqoud	Damascus	Assassination	2 Targets	3 Minutes
06	4	06	Abu'l Nuqoud	Damascus	Challenge	20 Flags	3 Minutes
07	4	02	Majd Addin	Jerusalem	Assassination	2 Targets	No Timer
08	4	05	Majd Addin	Jerusalem	Assassination	3 Targets	No Timer
09	4	01	William of Montferrat	Acre	Challenge	20 Flags	3 Minutes

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Informer Investigations \ Chart							
Informer #	Memory Block	Memory Strand	Target Informer Has Information On	City	Investigation Type	Number of Targets/Flags	Time Limit
10	4	04	William of Montferrat	Acre	Assassination	2 Targets	None
11	5	04	Sibrand	Acre	Assassination	5 Targets	4 Minutes
12	5	05	Sibrand	Acre	Assassination	3 Targets	3 Minutes
13	5	04	Jubair Al Hakim	Damascus	Assassination	5 Targets	5 Minutes
14	5	05	Jubair Al Hakim	Damascus	Assassination	3 Targets	3 Minutes
15	6	04	Robert de Sable	Jerusalem	Assassination	5 Targets	5 Minutes
16	6	05	Robert de Sable	Jerusalem	Assassination	2 Targets	3 Minutes



Tip Many of the Investigations result in you obtaining additional data for your Memory Log. You can read these Memory Log entries in the Walkthrough or by accessing the individual Memory Strands of your DNA Strand, either during your Investigations or inside the Animus.

Investigation \ Target Assassination

After visiting the Rafiq and receiving his permission, you can begin to seek out your main Target. He must be Assassinated

using your **Hidden Blade**, although you can attack with a Sword until he falls, then switch. Each Target has a specific and challenging method of self-preservation, and the **Walkthrough** provides advice for exploiting the Target's weaknesses.



Assassin Training Data \ Enemy Negotiation

The Four Ways to Enter a City

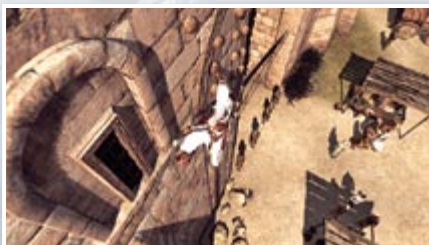
The Walkthrough chapter provides all the help you need to survive adventuring in the twelfth and twenty-first centuries, but to give you a general idea of how to react to a situation, it is almost always possible to use one of the following plans when negotiating any part of the Kingdom or a city. In this example, we want to enter Damascus. There are four ways to play:



01 \ Fight at the Gate: Simply go up to the Guard Post at the gate and challenge them to combat. Dangerous, daring, and great fun, but hardly cunning.

02 \ Free-step:

Locate an area to the left or right of the gate, climb across, then drop down to the beam above the Guards. They don't look up, so you can Free-step into the city.



03 \ Scholars: Saving a citizen always gives you a reward, and on this occasion a group of Scholars appears, enabling you to Blend in with them and pass between the Guards at the Post without any blood being spilled.



04 \ Distract: The final plan is most cunning. Move to a lone Guard near the Post and Stealth Assassinate him from behind. As he falls, move away. When the Guards leave their Post to investigate, enter the gates.



Assassin Training Data \ Ranking

You (in the role of Altair) are a Master Assassin, fully skilled in the arts of your people. However, circumstances force your Master, Al Mualim, to demote you to an apprentice level, and you spend the rest of your adventure clawing your way back to maximum levels. In order to appreciate what Rank you are, and what abilities you possess, cross-reference the following chart with the Memory Blocks you are attempting. Remember that certain abilities (mainly combat skills) may not be available until a certain Rank.



Note The listed DNA Sync Bar Augmentations are at minimum level. To gain more Sync Bar Blocks, attempt "Other Objectives."

Memory Block 1



Assassin Rank: 9 (all abilities and weapons)
DNA Synchronization: 13

Memory Block 2



Assassin's Rank: 0 (no abilities)
DNA Synchronization Reduced to: 4



Assassin's Rank: 1 (Apprentice)
Assassin's Sword
Hidden Blade
DNA Synchronization Augmented to: 5

Memory Block 3



Assassin's Rank: 2
Assassin's Short Blade
Counter-Attack move (all weapons)
DNA Synchronization Augmented to: 6



Assassin's Rank: 3
Knife Belt: Throwing Knives (5)
Knife Belt: Tackle move
DNA Synchronization Augmented to: 7

Memory Block 4



Assassin's Rank: 4
Assassin's Gloves
Counter Grab move (all swords)
DNA Synchronization Augmented to: 8



Assassin's Rank: 5
Assassin's Boots (better recovery)
Counter Dodge move
Assassin's Sword (Enhanced): +1 Damage
DNA Synchronization Augmented to: 9



Assassin's Rank: 6
Knife Belt (Boot): Throwing Knives (10)
DNA Synchronization Augmented to: 10

Memory Block 5



Assassin's Rank: 7
Assassin's Sword (Enhanced; gives new move)
Defense Breaker move
DNA Synchronization Augmented to: 11



Assassin's Rank: 8
Assassin's Short Sword (Enhanced) +1 Damage
DNA Synchronization Augmented to: 12

Memory Block 6



Assassin's Rank: 9 (all abilities and weapons)
Assassin's Sword (Enhanced II) +2 damage (total)
Knife Belt (Shoulder): Throwing Knives (15)
DNA Synchronization Augmented to: 13

Additional Memories Training Data \ Collecting

In addition to the regular explorations you'll undertake, you can collect **View Point Synchronizations**, **Templar victories**, and **Flags** to fill your Additional Memories DNA Strand. Information on Templar and Flag locations is shown in the Tour of the Holy Land chapter. Additional information is supplied in the Additional Memories appendix.

Kingdom View Points



Unlike the three Cities (and Districts therein), the Kingdom has a number of **View Points** (11 to be exact) that require you to scale them only if you wish

to complete an Additional Memory Strand. All the tactics previously discussed apply here. All 11 View Points are square-cornered Crusader Towers and are easy to spot. They also reveal the Memory Map. The optimal time to scale these View Points is the first time you ride to Damascus, Acre, and Jerusalem, so that you completely reveal the Kingdom's many trails and can use them throughout the rest of your adventure.

Kill All Templars



Templars are scattered across the Kingdom. These battle-hardened Crusaders are usually on their own and guarding a treasure (which cannot be

accessed). Some have also made it to the three cities, hiding in corners or at the ends of alleyways, without a nearby treasure chest. There are **60** to find throughout the Holy Land. When you encounter a Templar, try one of the following techniques to defeat him:

Challenge him without attracting attention from Guards or other Crusaders.

Locate him at a distance, Target, and use a Throwing Knife to wound him as he closes in. This way, you can begin combat having already inflicted damage.

Try to sneak around and behind a Templar, then Stealth Assassinate him.

Challenge him to combat, then take advantage of the topography:

Scale a rooftop with the Templar following, then Throw the Templar off.

Move to water, and Throw the Templar into the water.

Failing that, resort to combat, and bear in mind that it takes a number of strikes to defeat a Templar. Wait for an opening, then Counter.

Flag Collecting



The Holy Land is rife with quarrels, and claiming land to solve a territorial dispute with the use of **Flags** has been a staple for hundreds of years. During this

adventure, you have the option of taking all **420 Flags** from the different areas and Districts to complete a number of Memory Strands in Additional Memories. Simply walk into a Flag and it is added to your collection. The Tour of the Holy Land chapter has maps and descriptions of where to find each Flag. The following table breaks down the different Flag types:

Tip This is an important tip to remember: When you kill a Templar, scale a View Point, or collect a Flag throughout the Holy Land, your progress is saved. So, if you want to quickly end a game or save your progress, seek out a Flag.

Flag Location Chart

Flag Type	Location	Number to Collect	Earliest (and Optimal, if applicable) Time to Collect
Assassin	Masyaf	20	During Memory Block 2, once Garden of Paradise is open
Hospitaller	Acre (Poor District)	33	During Memory Block 3
Templar	Acre (Rich District)	34	During Memory Block 4
Teutonic	Acre (Middle District)	33	During Memory Block 5
Saracen	Damascus (All Districts)	100	During Memory Blocks 2 (33 Flags in Poor District), 4 (34 Flags in Rich District), and 5 (33 Flags in Middle District) (Or, collect all of them during Memory Block 5)
King Richard	Kingdom	100	En route to Jerusalem; Memory Block 3
Jerusalem Crosses	Jerusalem	100	During Memory Blocks 3 (34 Flags in Rich District), 4 (33 Flags in Poor District), and 6 (33 Flags in Middle District) (Or, collect all of them during Memory Block 6)

Training Data Addendum \ Animus Advice

Vocal Advice

Abstergo Industries is pleased to present the readouts of the Animus Advice, randomly given at the start or continuation of your progress. These sum up much of what you've learned in this chapter, and provide snippets of information if you wish to continue without digesting the previous, in-depth information.

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- 01 \ You can create diversions with dead bodies. Soldiers will leave their posts to investigate them, allowing you to enter the area they were guarding.
- 02 \ You can use stealth kills to create a distraction by lobbing a Throwing Knife, pushing somebody off a roof, or performing a Stealth Assassination.
- 03 \ Should you cause a disturbance, it is wise to leave the area in order to avoid upsetting civilians further.
- 04 \ Preparation is crucial to your success. Clear the area of Archers and Guards before confronting your Assassination Target.
- 05 \ Climb tall structures to gain a bird's eye view of your surroundings. Tall buildings can be used to orient yourself when moving through a city.
- 06 \ Ladders are a Socially Acceptable way to reach a rooftop. Climbing on buildings, however, is not.
- 07 \ Should you enter a Fistfight, guards will not interfere. But drawing your weapon will turn them hostile.
- 08 \ Take your time. When moving slowly, you reduce your chances of attracting unwanted attention.
- 09 \ When the Animus shows you are being watched by an Informed Guard, you should Blend immediately. Even the slightest disturbance will attract his attention.
- 10 \ Use the Scholars you have rescued to pass unnoticed into guarded areas.
- 11 \ Use Vigilantes you have freed to block your pursuers and break their line of sight.
- 12 \ Liberating Informers within the Kingdom will give you useful information about the cities.
- 13 \ When you're out of Throwing Knives, refill your stock by returning to Masyaf or Pickpocketing Thugs (also known as Courageous Citizens).
- 14 \ Jar (and Crate) Carriers can easily break your cover if you cause them to drop what they're carrying.
- 15 \ Remember to reach out for ledges should you fall while climbing.
- 16 \ Use the action view to gather information about your surroundings.
- 17 \ When you have been exposed to the Guards, break their line of sight and try to hide from them. Stay hidden until you are Anonymous again.
- 18 \ When you have been Exposed, killing some of your pursuers will make it easier to escape.
- 19 \ When you are Exposed, Tackle people who are in your way to maintain momentum and utilize your Sprint ability when the path is clear.
- 20 \ When you are Exposed, throwing Soldiers from rooftops and into structures is a useful way to create an escape route.
- 21 \ Use Free-stepping to escape from a fight when Exposed. Sprint to lose your enemies and Jump through merchant stands to avoid the crowd.
- 22 \ When you are Exposed, use sharp turns or climb over buildings to break your pursuers' line of sight.
- 23 \ Countering a strong attack will leave your enemy vulnerable. Finish him by breaking his legs or by throwing him to the ground.
- 24 \ Selecting the Hidden Blade during a fight will allow you to quickly dispatch an enemy you've thrown to the ground.
- 25 \ The Short Blade is best for quickly fending off multiple enemies.
- 26 \ Using combo attacks or finishing moves will increase your Synchronization rate.
- 27 \ Use Throwing Knives to deal with distant enemies.
- 28 \ Use Counter Attacks when faced with multiple enemies to gain the advantage in combat.



Characters and Enemies

Spoiler Alert! The data contained in the following chapter has been deemed **Most Secret** by Abstergo Industries. The company accepts no responsibility for any adverse effects suffered after reading this section of the book.

The Holy Land in the twelfth century is a place rife with turmoil, factions, mysterious allegiances, and thousands of citizens making their way through a life filled with pestilence, disaster, and despair. It is within these parameters that you will be exploring your ancestor's memories, and it is important to distinguish the different clans and clusters that exist before you begin. This chapter provides information on these groups, along with the viable Targets you'll be hunting down and assassinating.

Faction \ Abstergo Industries

Abstergo Industries is a large-scale pharmaceutical company about which very little has been made public. You awaken inside one of their many research laboratories. The offices are clinical, efficient, and mainly out of bounds. Access to your ancestor's memories is via the slablike device known as the Animus, which is controlled by Lucy Stillman, assistant to Dr. Warren Vidic.

Desmond Miles



As you emerge from your ancestors' initial memories, it becomes clear that you have been captured by people working for Abstergo Industries, a pharmaceutical company. They seem to be after information stored inside your DNA—the genetic memories of your ancestors, one of whom is Altair. As you spend more time in the Abstergo Laboratory, you think back to your youth. You were raised to be an Assassin, but ran from that life a long time ago. Sick of essentially

being held prisoner by your own paranoid hippy parents, you escaped the Assassin compound on your sixteenth birthday. Certain that your family would come looking for you, you did your best to disappear among the chaos of the big city. For the past nine years, you've managed to get by, but despite your best efforts, you've now been found.

You don't trust anyone, mainly because of your parents (who swore it was for your own good) and the fact that you've spent the past nine years running and hiding. You guard your thoughts and emotions behind a wall of cynicism. You don't believe in silver linings or happy endings. It's going to take a long time and a lot of work to convince you to think differently.

Accent: Ambiguous New World (American)

Faction: Assassins*

Age: 25

Description: Athletic, bitter, and a loner

Eccentricities: Scratching head, inspecting marks on walls

(*currently under jurisdiction of Abstergo Industries)

Lucy Stillman



Lucy works as an aide and research assistant for Dr. Warren Vidic. She's been working at Abstergo for the past three years, focused exclusively on the Animus Project. She holds multiple degrees, though she focused primarily on cognitive neuroscience during her undergraduate studies and behavioral genetics in graduate school. She's proven invaluable to Vidic on the project, and he values her highly

(though he doesn't show it). Lucy's personality is bright and optimistic. She's no less a prisoner than you, but tries to stay positive. She always has an encouraging word and a sympathetic ear. This irritates you at first, prompting you to exclaim "Why the hell is she so goddamn cheerful?!" but in time you come to appreciate her warmth.

What you may not realize until the very end of your time at Abstergo is that Lucy has been placed inside the company specifically to help you. She's a sleeper agent for the Assassins, and your arrival has activated her. Her mission is to learn all she can about what Abstergo intends for you—and then to get you out of there.

Accent: Ambiguous New World (American)

Faction: Abstergo Industries

Age: 24

Description: Slim, clever, witty, and cheerful

Eccentricities: Typing, feeding the Animus data, admonishing Doctor Vidic



Abstergo employees: You only ever speak with Lucy and Vidic, however.





A disgraced scientist and former Ivy League professor of ill repute, Vidic was looking at prison time for gross ethical violations (the details of which have been kept hidden). He was given a second chance (and few restraints) at Abstergo, and over the past 10 years has flourished. The Animus is his brainchild, and he has a lot of love for his machine. Make no mistake, though, at the end of the day Vidic is

Accent: Ambiguous New World (American)

Faction: Abstergo Industries

Age: 60s

Description: Slim, irritable, and impatient

Eccentricities: Ranting, calculations, absent-mindedly forgetting his Access Pen

receiving orders, not giving them. And his superiors don't like to be kept waiting. When you arrive, he's given a very short time to get a great deal of work done. The fact that the Animus is relatively untested (and sometimes unstable) only adds to the pressure.

Vidic goes back and forth between charming and cruel. He's as likely to ask for something sweetly as he is to violently demand it. Lucy is used to these outbursts, but for a stranger like you, Vidic's behavior seems odd. To be fair, Vidic is under a lot of pressure. He needs to deliver—to prove his technology and his worth to the company. Failure to do so will result in death. This weighs heavily on him and colors everything he says and does.

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Faction \ Assassins

The Assassins are based in the Fortress of Masyaf, above a small village in the northern mountains. Although this enclave is small, the Assassins' reputation for bravery and devotion to their cause is respected throughout the Holy Land. You are initially shunned, then gradually welcomed when you meet the other Assassins. They do not pose a threat to your safety...at least, not to your knowledge.

Altair Ibn La-Ahad ("Flying Eagle, and Son of None")



The shining star of the Assassin Brotherhood and without peer, Altair is sent to recover the Templar treasure. Unfortunately, his overconfidence results in a spectacular failure. As a result he is stripped of his Rank and demoted to Novice. Over the course of the subsequent Investigations, he must engage in a series of assassinations meant to restore his previous glory. Along the way, he uncovers a mysterious conspiracy that threatens to destroy the Holy Land. At first he lacks

Accent: Ethnically ambiguous; mix of European and Arabic

Faction: Assassins

Age: 25

Description: Athletic, focused, and driven

Eccentricities: Prone to checking the sharpness of Hidden Blade

the confidence to question the strange things he's encountering, but as the threat looms larger he draws upon the teachings of the Assassin Brotherhood (given to him by his Master, Al Mualim) to find courage. He ends his Investigations sure in his abilities and humble in his expressions of them.

Initially, Altair is cocky. He relishes the title of Master Assassin, and has no problem bragging about it to his friends. Once stripped of his Rank, he becomes a lot less talkative—and a lot more introspective. For the majority of the time he travels through the Holy Land, he doesn't say much unless spoken to. And even then, he keeps his responses short and to the point. However, as he becomes further embroiled in the mystery surrounding the men he's been ordered to kill, he starts to question Al Mualim (and

his victims) more openly. By the end of the game, he's rediscovered his confidence. He no longer fears being shamed.



01 \ A Ceremonial Guard, Soldier, Instructor, Bureau Leader, Informer, and Heavy Infantryman. They guard Masyaf with their life.

Al Mualim



Master of Masyaf and leader of the Syrian sect of the Assassins, Al Mualim is simultaneously feared, worshiped, reviled, and loved. His warriors are known for politically motivated murder—and to draw his attention is to hasten one's death. It's unclear why he was sent from Alamut to establish the Fortress of Masyaf, but everyone has their own tale to tell. Some say he had a disagreement with Hassan the Younger over the Assassin belief system, and that he split in order to establish his own Assassin Order. Others

say he was merely sent to grow the Assassins' influence—that it is neither Saracen nor Crusader that controls the Holy Land, but him. And there are others still who whisper of a secret desire for power and kingship. Whatever the reason, Al Mualim has grown powerful, and the Assassins who serve him are feared throughout the land.

Al Mualim aspires to be seen as unpredictable and mysterious. The less known about him (and his followers), the better, and the easier it is to create fear or reverence. He reveals only what he wants others to see—no more, no less. Al Mualim has good reason to guard himself. He's hiding things. This becomes increasingly evident as he spends more and more time with you. Initially, however, it appears he only wants the best for you. He takes on the personality of a strict but fair father, prone to acts of tough love. Failure is brutally punished, but success is richly rewarded. He seems only to want the best for you; he wants to teach how to be not only a Master Assassin, but a good man as well.

Accent: Arabic

Faction: Assassins

Age: 50s

Description: Poised, fearsome, and wise

Eccentricities: Clenching and unclenching fists, rolling metal sphere in his hands

Bureau Leader \ Acre



The Bureau Leader in the Crusader city of Acre is wise and seeks solace. He is a reflection of the Assassin Order; this can be seen during interactions with you. When you first take a mission in Acre, the Bureau Leader is wary and distrustful of you, and rightly so after you endangered the entire clan. By your second mission, the Bureau Leader is not fully convinced, but definitely impressed with your dedication. By the third and final mission, the Bureau Leader is respectful and encouraging.

Accent: Arabic

Faction: Assassins

Age: 30s

Description: Athletic, wary, and standoffish

Eccentricities: He sometimes arranges the objects on his desk, and feeds carrier pigeons

Bureau Leader \ Damascus



The Damascus Bureau Leader is known as a bit of an odd character; a jester who enjoys some light-hearted ribbing, usually at your expense. He often offers backhanded compliments, subtle (and not-so-subtle) criticisms, and makes strange accusations. It's unclear whether he likes or despises you, at least during the initial meetings with the man. He's the kind of person you want to get away from as quickly as possible for fear of what might come out of his mouth, although much of what he says can be amusing or insulting; you're never quite sure which it will be.

Accent: Arabic

Faction: Assassins

Age: 30s

Description: Athletic, inquisitive, and subtly obnoxious

Eccentricities: Enjoys humming to himself, tapping his feet, and decorating pots

Bureau Leader (Malik Al-Sayf) \ Damascus



Malik had always been a little jealous of your place within the Assassin Order. You enjoyed a good amount of healthy competition over the years. However, after the debacle at Solomon's Temple, your actions resulted in Malik losing his brother Kadar, as well as his left arm. From that point, his jealousy boiled over into hatred, and he helps you only because Al Mualim's will commands it. He refuses to help you any more than he absolutely has to, and is quick to remind you that even though

he's lost an arm, he managed to turn your failed mission into a success. It seems like no matter how hard you work to redeem yourself, it's never enough for Malik. Only at the very end of your Investigations have you maybe earned Malik's trust and respect once again.

Accent: Arabic

Faction: Assassins

Age: 26

Description: Athletic, bitter, and resentful

Eccentricities: He sometimes reaches for his missing arm, pores over old maps

Faction \ Muslims \ Saracens

Historical Materials: Salah al-Din

Also known as Saladin, his full name was Salah al-Din Yusuf ibn Ayyub. This Muslim military and political leader was born in 1138, and resisted the European Crusaders during this period. Prior to 1191, Salah al-Din recaptured much of Jerusalem from the Crusaders (after an 88-year Crusader rule), and prompted the Third Crusade, which took back Acre. The two armies then engaged at the Battle of Arsuf (on September 7, 1191), and Salah al-Din was defeated, although both he and Richard the Lionheart grew to admire each other. The two leaders agreed to leave Jerusalem under Muslim control, but be open to Christian visitors. Salah al-Din died in 1193 in Damascus.



Much of the Holy Land falls under the domain of Saracens, a number of different tribes loyal to Salah al-Din, who are currently (meaning in the late twelfth century) fighting Crusaders around the city of Acre. The lands to the east and southeast are strongholds for Saracens, and they guard the mainly Muslim cities of Damascus and Jerusalem, each District within being the domain of a Regent or benefactor. Due to your status as an Assassin, the Saracen Guards throughout this part of the Holy Land receive orders to stop and slay you. You'll find the settlements you encounter that are under Muslim or Saracen jurisdiction gradually more militarized. The population, however, remains mainly friendly, although you should expect some to plead, barter, or attack depending on your actions.

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X Tamir



Tamir runs the largest black market in Damascus. Some have remarked that it may be the biggest underground trade in swords, spears, armor, and other equipment in the entire Holy Land. Although he's able to acquire almost anything if the buyer wants to spend enough, he specializes in arms and armor. He makes no apologies for being a heartless (and, some murmur, corrupt) death dealer. In fact, he seems proud of the countless lives taken by his blades. He has no morals and will do whatever it takes

to turn a profit. Currently, he is overseeing one of the largest purchases he's ever managed to swing, and is counting on his blacksmiths, traders, and merchants not to let him down.

Accent: Arabic

Faction: Saracens, Black Market Merchant

Age: 40s

Description: Average build, sneaky, and cruel

Eccentricities: He plays with a coin, polishing and flipping it

X Talal



Talal has worked hard to earn his place as one of Jerusalem's most feared criminals. He operates a large slave trade ring (which is oddly ignored by the normally vigilant Jerusalem Guard). He is quick-witted, agile, and an expert marksman. There are tales of him fleeing a battle only to be seen at higher ground, where his bow rains down arrows of exceptional accuracy. He can outrun most men with ease. He's proud of his acrobatic prowess and has no qualms about singing his own praises to anyone who will

listen. He finds humor in everything—and is especially fond of toying with his enemies before killing them. He is also known to have a very loyal band of henchmen thugs that follow his word, even if that means laying down their own lives.

Accent: Arabic

Faction: Saracens, Slave Trader

Age: 30s

Description: Slight, clever, and arrogant

Eccentricities: Whistling, laughing, placing hands together in contemplation



01 \ Military: A Leader (or Commander), Elite (Sergeant), Soldier, and Archer from the Guards stationed in Damascus. Expect to see variations of these soldiers across the Kingdom.



02 \ Military: A Leader (or Commander), Elite (Sergeant), Soldier, and Archer from the Guards stationed in Damascus. Expect to see variations of these soldiers across the Kingdom.

X Abu'l Nuqoud



Abu'l Nuqoud is a man with rich tastes—and a humongous appetite. Everything he says and does is to excess. He throws lavish parties, decorates his palace with gaudy works of art, and feeds himself the finest foods. He **hates** the poor and sees them as a blight upon the land. He believes they're the source of everything wrong with the world: crime, disease, you name it. He takes a perverse pleasure in tricking and torturing those of lesser means. He's incredibly self-

centered and loves nothing more than to remind the people of Damascus how generous he is. He knows how to work a party—and earn the favor of “those who matter.”

Accent: Arabic

Faction: Saracens, Merchant King of Damascus

Age: 50s

Description: Obese, gluttonous, and haughty

Eccentricities: He's been known to pick food from his teeth, rub and grab his belly, and narrow his eyes with lust

X Majd Addin



Majd Addin believes you either see the world the way he does—or you die. He uses fear and intimidation to keep the population of Jerusalem in check. He often issues strict, confusing edicts regarding the way people should conduct themselves, and he is also steadily reversing Saladin's long-standing policy of tolerance toward all races, religions, and creeds. Almost every day, mock trials are held for those he perceives to be enemies of the city. He will either frame them or exaggerate their crimes. The

punishment is **always** the same: death. In this way, he silences anyone who would oppose him—and strikes fear into the hearts of people considering doing the same. He speaks with an authoritative edge and insists he knows what's best for the people of his city. He is a snake and not to be trusted.

Accent: Arabic

Faction: Saracens, Saladin's Regent of Old Jerusalem

Age: 50s

Description: Arrogant, manipulative, and fanatical

Eccentricities: He is famous for shaking his head with disapproval

X Jubair Al Hakim



Known to locals and his students as the head of The Illuminated, Jubair is the Chief Scholar of Damascus, but the works of Plato, Socrates, and other later thinkers don't impress him. In fact, The Illuminated seek to locate and burn all forms of the written word; it seems their name stems not from the manuscripts, but from the embers of irreplaceable tomes they have gathered across the Middle District. Jubair is a ruthless man with little tolerance for those that oppose him, and such

distractions and detractors are simply keeping him from his ultimate goal of protecting the people of the Holy Land from repeating the mistakes of their ancestors. He believes that the illness of learning must be wiped out, as it fixes people in their ways and they are then unable to find their true calling—which Jubair Al Hakim teaches at his school. However, it seems even his own family isn't completely pure—he's currently removing his wife's collection of books to further show the masses how to conduct their thoughts.

Accent: Arabic

Faction: Saracens, Chief Scholar

Age: 30s

Description: Gaunt, imposing, and unpleasant

Eccentricities: Inhaling smoke, ranting to students

03 \ Examples of poor citizens of Damascus and Jerusalem.

04 \ Examples of middle-class citizens of Damascus and Jerusalem.

05 \ Examples of rich citizens of Damascus and Jerusalem.

06 \ A Courageous Citizen, Beggar, Trouble Maker, Vigilante, and Scholar you encounter in Damascus and Jerusalem.



Historical Materials: Richard The Lionheart

Known as the "absent King" (as he only spent six months in England during his reign from 1189–1199), it was his bravery that earned him the moniker "the Lionheart." He was born in 1157. After one of his brothers was killed in 1183, he joined the Crusader army. Once crowned, he raised funds for the Third Crusade from a tax on the English people known as the Saladin tithe. After victories and an eventual reconciliation with Salah al-Din, Richard began to return home, but was captured by Leopold V of Austria and ransomed for the equivalent of three tons of silver. The Crusades cost him dearly. Richard died near Aquitaine, from infection after an archer's bow struck him during the small siege of a feudal lord who had a disputed claim over recovered treasure.



There were nine Pope-sanctioned expeditions into the Holy Land between the eleventh and thirteenth centuries. Men of fighting stock were called to serve, and began a series of conquests. Currently (in 1191), after Acre's recapture, Richard the Lionheart gathers soldiers to press an attack into Arsuf Plains. The body of men who do the fighting are known as Crusaders. They are split into different sects: those loyal to King Richard are in distinctive red and white attire; the Knights Teutonic, a Roman Catholic German order based in the port of Acre; Knights Hospitaller formed to protect pilgrims and now taking care of the wounded in Acre; and the Knights Templar, another order created to protect the pilgrims on their way to Jerusalem. Due to your status as an Assassin, all Crusader Guards receive orders to stop and slay you. The population of Acre, however, remains mainly friendly, although expect some citizens to plead, barter, or attack depending on your actions.

X Garnier de Naplouse



Garnier was exiled from France for the cruel and inhumane treatment of his patients (who he saw less as people and more as experiments on whom to try the latest cure-all). He claims to be a man of science, but he lacks a sense of ethics. The price of knowledge is never too high for him, even if it has to be paid with another man's blood. Because his family has contributed a significant amount of coin to the war effort, he's been harbored and protected in Acre.

Accent: French

Faction: Grand Master, Knights Hospitalier

Age: 40s

Description: Slightly built, unstable, and unethical

Eccentricities: He tends to cough and check his hands

Here he's managed to buy himself loyal assistants who allow him to continue his grim work. He fluctuates between being very articulate and composed, and totally deranged, although he does firmly believe that he is helping those he tends to, inside the Hospitalier Fortress in Acre.

Historical Materials The tenth Grand Master of the Knights Hospitalier, a monastic order founded after the First Crusade and who established its first infirmary near the Church of the Holy Sepulchre in Jerusalem. At first, the order cared for pilgrims, but soon made sure armed Guards allowed the pilgrims to come to no harm. This escorting force was built up dramatically and became a dominant Christian group along with the Knights Templar. Garnier began his service with the order in 1177, as a commander of the Hospital in Jerusalem, and was promoted a decade later. He is known to have died sometime during 1191, fighting for the defense of the Holy Land.

01 \ Military \ Lionheart Crusaders: A Priest, Archer, Soldier, Leader (Commander), and Elite (Sergeant) from Richard the Lionheart's army. Encounter them in the Kingdom, Arsuf Plains, and the Rich District of Acre.

02 \ Military \ A Soldier, Archer, Elite (Sergeant), Leader (or Commander), and priest loyal to Garnier de Naplouse. Encounter them at the gates and throughout the Poor District of Acre.



X William of Montferrat



Although not a giant of a man, William of Montferrat is nevertheless set in the belief that might makes right, and he spends countless hours training and berating his men to prepare them for the “coming war.” Oddly enough, few of his soldiers have joined Richard’s march to Arsuf Plains, leading people to wonder what “war” he’s talking about. William demands the best from his men—quick to point out flaws and reluctant to give praise. He’s often shouting and rarely sounds happy. He is currently expecting a visit from King Richard the Lionheart himself, and although the king has placed William in charge of Acre on his behalf, William is waiting for the meeting with a mixture of trepidation and annoyance.

Historical Materials William was actually the fifth named of Montferrat, and he was additionally known as William the Old to differentiate him from his eldest son. Aside from his death in 1191, he differs in published reports from the man you meet in Acre. Described as “medium, compact, with a round ruddy face and hair so fair as to be almost white,” he was, according to Italian chronicler Acerbo Morena, eloquent, intelligent, good-humored, generous, but not extravagant. He was captured during the Battle of Hattin in 1187, and used as a pawn during the siege of Tyre, where his second son Conrad refused to barter for him even as Salah al-Din threatened William with death. He was late into his 60s, and possibly living in Tyre, when he died.

Accent: Ambiguous European (Italian)

Faction: Acre’s Crusader Regent

Age: 40s

Description: Thin, weasely, and a perfectionist

Eccentricities: Prone to spitting, withdrawing his sword to admire it, and staring at people

X Sibrand



Sibrand has always wanted to be a leader. Now that he’s been given the opportunity to realize his dream, he’ll do anything to keep from losing it. He sees enemies and traitors everywhere, insecure in his own ability to retain his position. He speaks with a quick, clipped pace—eyes darting everywhere—looking for signs of trouble. He is easy to come unhinged, and talks constantly of plots and conspiracies. He has recently taken control of the docks in the city of

Acre, where his own ship is moored, and is planning a ruse to increase his power dramatically. He often uses a bow, and wears an ornate horned helmet in battle.

Historical Materials The infancy of the Teutonic order was governed by Meister Sibrand between (it is said) 1190–1192, but little else is known of the historical figure. The Knights Teutonic, or “Order of the German House of St. Mary in Jerusalem,” was formed at the end of the twelfth century in Acre itself. The Order controlled the port tolls in Acre, then (after the defeat of the Christian forces) moved to Transylvania in 1211. Their insignia, a forerunner to the infamous Iron Cross, is part of the insignia of Prussia and Germany.

Accent: Ambiguous European (German)

Faction: Crusaders, Knights Teutonic

Age: 30s

Description: Average build, neurotic, and defensive

Eccentricities: Looks over his shoulders, slouches as if hiding, bites fingernails

03 \ Military \ Knights Templar: An Archer, Soldier, Elite (or Sergeant), and Leader (or Commander) loyal to William de Montferrat and Robert de Sable. Encounter them in the Kingdom, Arsuf Plains, and the Rich District of Acre.

04 \ Military \ Knights Teutonic: A Soldier, Elite (or Sergeant), and Leader (or Commander) loyal to Sibrand. Encounter them in the Middle District of Acre.

05 \ Examples of the poor citizens of Acre.



X Maria



Maria always dreamed of being a knight. A tomboy as a child, she was often ridiculed by other children and punished by her parents for refusing to “be a lady.” She dreamed of leaving England for Jerusalem—and winning honor and glory alongside the Crusaders. Alas, her parents forced her to marry and these dreams were crushed. After little more

Accent: Ambiguous European (English)
Faction: Robert’s Steward, Knights Templar
Age: 30s
Description: Athletic, passionate, and determined
Eccentricities: Whispering a prayer, crossing herself

than a year, her wanderlust had grown to be unmanageable, and she fled England (disgracing herself) to sail for the Holy Land. She disguised herself as a man and rose to prominence amongst the Crusaders, eventually attracting the attentions of Robert de Sable. He quickly discovered her true gender...but didn’t care. Though she does not share his beliefs, he gives her the opportunity to be who she is. He accepts her. She’ll do anything for him, including dying for him and his cause if she must. Maria is serious and severe in her thoughts, words, and actions.

X Robert de Sable



Robert de Sable leads the Knights Templar—sworn enemies of the Assassin Order. Robert is an authoritative figure—his very appearance commands fear and respect. Tall, broad-shouldered, and handsome, he’s the very definition of a “knight.” All he’s missing is the chivalry, courtesy, kindness, and compassion. He is singular in his ambition, which is to rule the

Accent: French
Faction: Crusaders, Knights Templar
Age: Mid-30s
Description: Athletic, severe, and thoughtful
Eccentricities: Placing his hand to his head in thought, checking boots for signs of dirt

Holy Land—nothing will get in his way. He’s quick to adapt to situations (turning disadvantages to his favor) and doesn’t know the meaning of the word “defeat.” He hates the Assassins with a passion because they know what he plans to accomplish and they’ll do anything to stop him.

Unlike other Crusaders, he does not believe in God. In fact, he feels that the revelations given to him beneath Solomon’s Temple are undeniable proof of an empty void without faith. This realization, he believes, has enlightened him—guiding his every thought and action. He wants the rest of the world to understand what he’s learned, but he realizes most men will never choose to do so (out of fear or denial, he supposes). He’ll either force them to see things his way, or they’ll be destroyed for their weakness.

Historical Materials Robert de Sable was elected Master of the Templars in 1191, although he was only with the order for less than a year. He rode with his ally Richard the Lionheart, and gave his strength and tactical cunning in the siege of Acre in July 1191. One month later, he allied with Richard again to defeat Salah al-Din’s armies holed up in fortresses along the shores of Palestine. On September 7, he headed the Masters of the Temple and Hospital, and Richard, who along with a number of other Knight armies, began the attack of Salah al-Din’s men on the Arsuf Plains. Robert’s strategic use of cavalry routed Salah al-Din’s forces. Richard subsequently sold Robert and the Templars the island of Cyprus, although it was later granted to the king of Jerusalem. Robert de Sable died in early 1193, after dedicating his life and power to defeating Salah al-Din’s forces.

06 \ Examples of the middle-class citizens of Acre.



07 \ Examples of the rich citizens of Acre.



08 \ A Courageous Citizen, Beggar, Trouble Maker, Vigilante, and Scholar you encounter in Acre.





Tour of the Holy Land

Introductory Data \ How to Use this Chapter

Exploration is the key to success during your adventures through the Holy Land, and learning where all the major buildings, collectable objects, Investigations, and the flavor of each city is as important as perfecting a gruesome Counter skewering. With this in mind, a complete Tour of all of the Holy Land is included. This allows you to play the game at your own pace; only reading the revelations the Walkthrough contains at your leisure. Here's what to expect:



Note The maps in this Tour differ from the Memory Maps you are used to viewing. These Tour Maps show streets in much more detail, and you can easily pick out the shapes and colors of landmarks, but otherwise, they are otherwise the same. Maps are only available for Places where cartographical evidence has been uncovered. Abstergo Industries deems schematics of the Laboratory to be off-limits.

01. Firstly, is the name of the Place of Interest. Then comes a brief history of the place. For each city, multiple maps are shown, so you can plan your routes by looking at every alley and thoroughfare. Next, where applicable, a list of when you visit each District of a city is revealed.

02. Notable Data: These show the types of Guards, Scholars, Vigilantes, Informers, Knife Carriers (also known as Courageous Citizens), Beggars, Trouble Makers, Rooftop Gardens, Hay Stacks and Carts, and Benches you can find. As the style of dress and architecture differs throughout the land, viewing these pictures allows you to instantly learn what to expect.

03. Next comes a District map. Each city is split into three Districts. All the Investigations are shown on this map, which is further segmented into Areas (which don't appear in your adventure, and are segmented to show parts of a District) so specific sites of interest can be explained.

04. Area Data \ Map and Views: A closer look at a portion of each District follows, along with four views from north, south, east, and west. This way, you can easily learn the landmarks to look out for, and the direction you must be pointing to find them.

05. Next come the key Landmarks, View Points, Save Citizens Missions, and Investigations you can personally witness or attempt in each Area. Finally, some general advice is given for negotiating the Area, along with interesting sights to look for, and tactics to try. After that, the subsequent Area is shown until all of the District is revealed.

06. Finally, comes some tactics for dealing with the few Templars — toughened Knights hiding out throughout the Holy Land — and a list of all the Flag locations.

Throughout this Chapter, and the rest of the guide, use the following Legend to reference what each icon refers to:

Locations



Masyaf



Kingdom



Damascus



Acre



Jerusalem



Arsuf Plains

Points of Interest



AI Mualim*



Assassin's Bureau



Landmark



View Point



Save Citizen



Vigilantes



Scholars



Flags



Templars

*The In-game icon for AI Mualim is the same as the Assassins Bureau icon.

Investigations



Eavesdropping



Informer



Informer Flag



Informer Target



Interrogation



Pickpocket



Assassination Target



Place of Interest 01 \ Masyaf

Overview \ The Mountain Fortress

Masyaf, nestled in the Orontes Valley, is a remote stronghold with a small market village below it. It is the base of operations for the Assassins. The Fortress was built during the Byzantine Empire, with additional sections later added by a variety of tribes and forces, including the Nizari and Ottomons. Salah al-Din himself battled for control of this settlement during 1176, but was fought back and ended the siege with a truce. The Assassins hold this place with a strong sense of pride—fearsome retaliation follows those who attempt to conquer this domain.



Notable Data \ Masyaf Gallery

Leader \ Al Mualim
in his Library



Defense Forces \ Assassin Guards



They wear the Assassin's regalia and are friendly unless attacked.

Hiding Spots \ Roof Gardens



Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches



Note In Masyaf, there are no View Points, Trouble Makers, Beggars, or Templars to interact with.

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Area 01 \ Village



Traffic: Heavy
Security: Light
Controlling Faction: Assassins
View Points: 0
Investigations: 3
Save Citizens: 0

Offering sanctuary to a small population of citizens loyal to the Assassins' cause, Masyaf offers a bustling trade at the base of the village. There are numerous areas to which you can Free-step, learning the skills that will help you survive your trials to come. There are no truly dangerous drops here, and buildings can be scaled if you don't wish to utilize the winding road.

The upper parts of the village feature a small promontory where orators gather crowds and speak their minds. A few Hay Carts lie about (a good sign that a Leap of Faith is above), and a remote fountain lies to the west, hewn into the exterior rock wall. Spend time searching the village's nooks and crannies, and discover Flags on ledges overlooking the cliff and lake below.



Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Key Landmarks

Kingdom Entrance and Exit \ Main Gate



Map Sector: E10

Market



Map Sector: E10

Middle Courtyard and Promontory



Map Sector: F8

Small Tower



Map Sector: G6

Vista



Map Sector: G6

Memory Block 2 Data \ Investigations

Memory Strand 01 \ Eavesdropping



Map Sector: E9

Memory Strand 02 \ Pickpocket



Map Sector: G9

Memory Strand 03 \ Interrogation



Map Sector: F8

Area 01 \ Maneuvering Advice



Masyaf has two major streets to the south that are frequented by the village's inhabitants. The streets

split west and east near the market area, then converge to the north. A narrow, steep path ascends the hill to the Fortress. This is the only way to move between the village and the Fortress, and as such is often congested with citizens.



From the Fortress, stay east to quickly move south, toward the gate. You can use the main trail from the Fortress to

the small tower at the top of the village, but it is quicker to make three Jumps down the stepped and grassy ledges. Hug the eastern boundary while passing the two northern market stalls. Jump off this Leap of Faith point to land in a Hay Cart, then continue moving south. This is the quickest way to move from the Fortress to the Fortress gate.

Area 02 \ Assassin's Fortress

Traffic: Light

Security: Moderate

Controlling Faction:
Assassins

View Points: 0

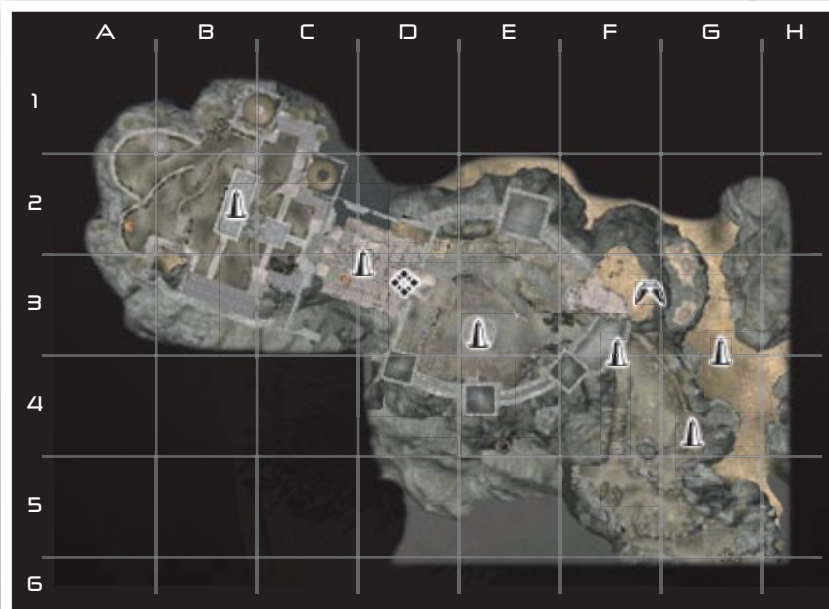
Investigations: 0

Save Citizens: 0

The northern Fortress stands back from the village (accessible only via the winding trail) and features an interior courtyard and strict rules disallowing all weapons, except in the Fighting Circle. Here you can practice techniques or scale a ladder to the eastern

tower, the parapets above the main gate, and even the fearsome gorge and back wall of the large, freestanding tower to the east.

Inside the Library is Al Mualim's private sanctuary, guarded by the Assassin's elite Soldiers. This two-story book repository is brimming with musty tomes and climbing opportunities (when you first test out your skills). Al Mualim stands by a table directly above the Library entrance. Out the back is a spectacular Garden of Paradise, where visions of beauty gather and a serene feeling offers a brief respite from the pain and degradation of much of the realm's other locales.



Area 02 looking north



Area 02 looking east



Area 02 looking south

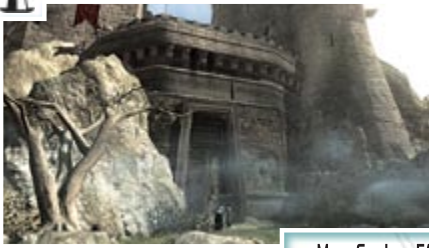


Area 02 looking west

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Key Landmarks

Fortress Gate



Map Sector: F4

Fortress Courtyard and Fighting Circle



Map Sector: E3

Al Mualim's Library



Map Sector: D3

Garden of Paradise



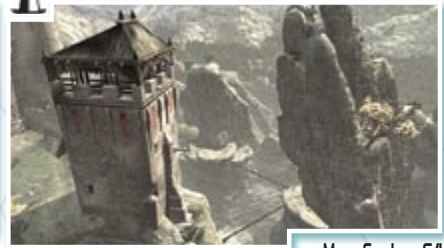
Map Sector: B2

Highest Leap of Faith Point (Eastern Tower)



Map Sector: F3

Bottomless Gorge and Large Tower



Map Sector: G4

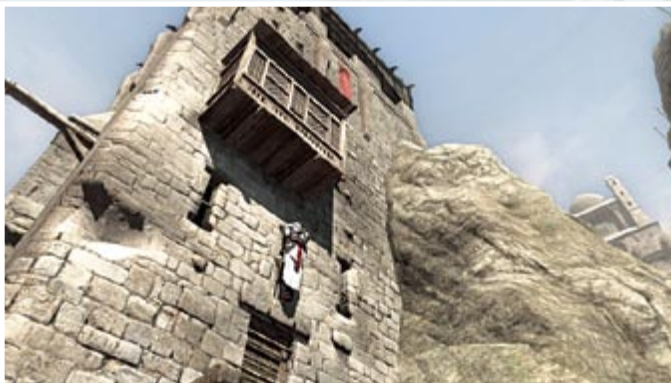
Area 02 \ Maneuvering Advice



Just south of the Library is the Fortress's courtyard. This area is patrolled by Guards and features a Fighting Circle in the center. Visit the Fighting Circle to improve your sword skills and learn new techniques, particularly after Ranking up.



The Garden of Paradise can be accessed through Al Mualim's Library; this is the only entrance. The entrance is blocked by a gate early on, but is opened after your first trip to Damascus (after Memory Block 2). Be sure to pay the Garden a visit and grab the two Flags while you're there.



There are a number of Flags dotted around the Fortress towers. The top of the eastern tower has three spectacular spots from which to execute a Leap of Faith. From here, maneuver along the beams and climb the tall, freestanding tower to the east. You can perfect climbing here, and leave via another Leap of Faith into the Hay Stack.

Additional Memories \ Templars

There are no Templars to kill in this settlement.

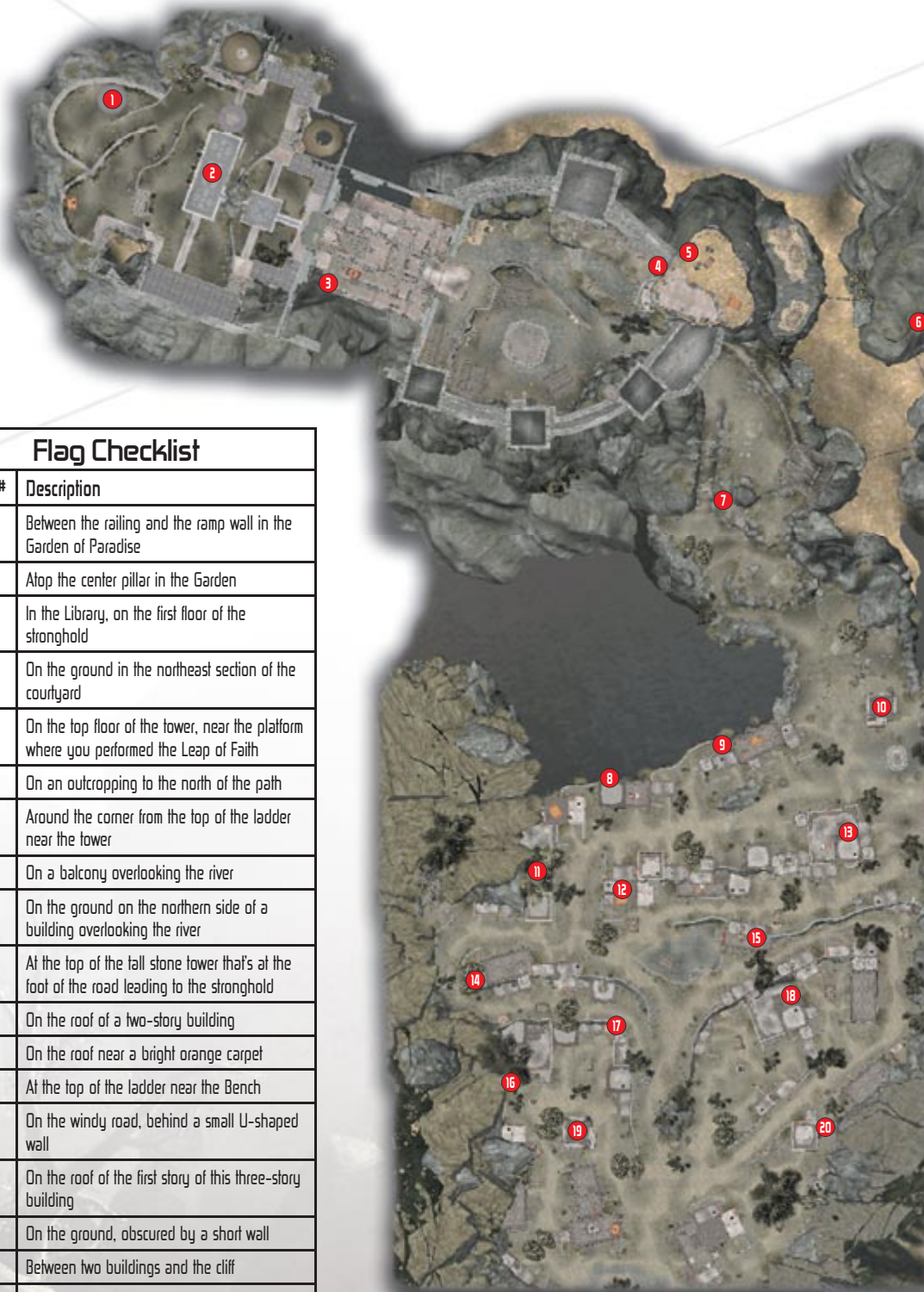
Additional Memories \ Assassin Flags (20)



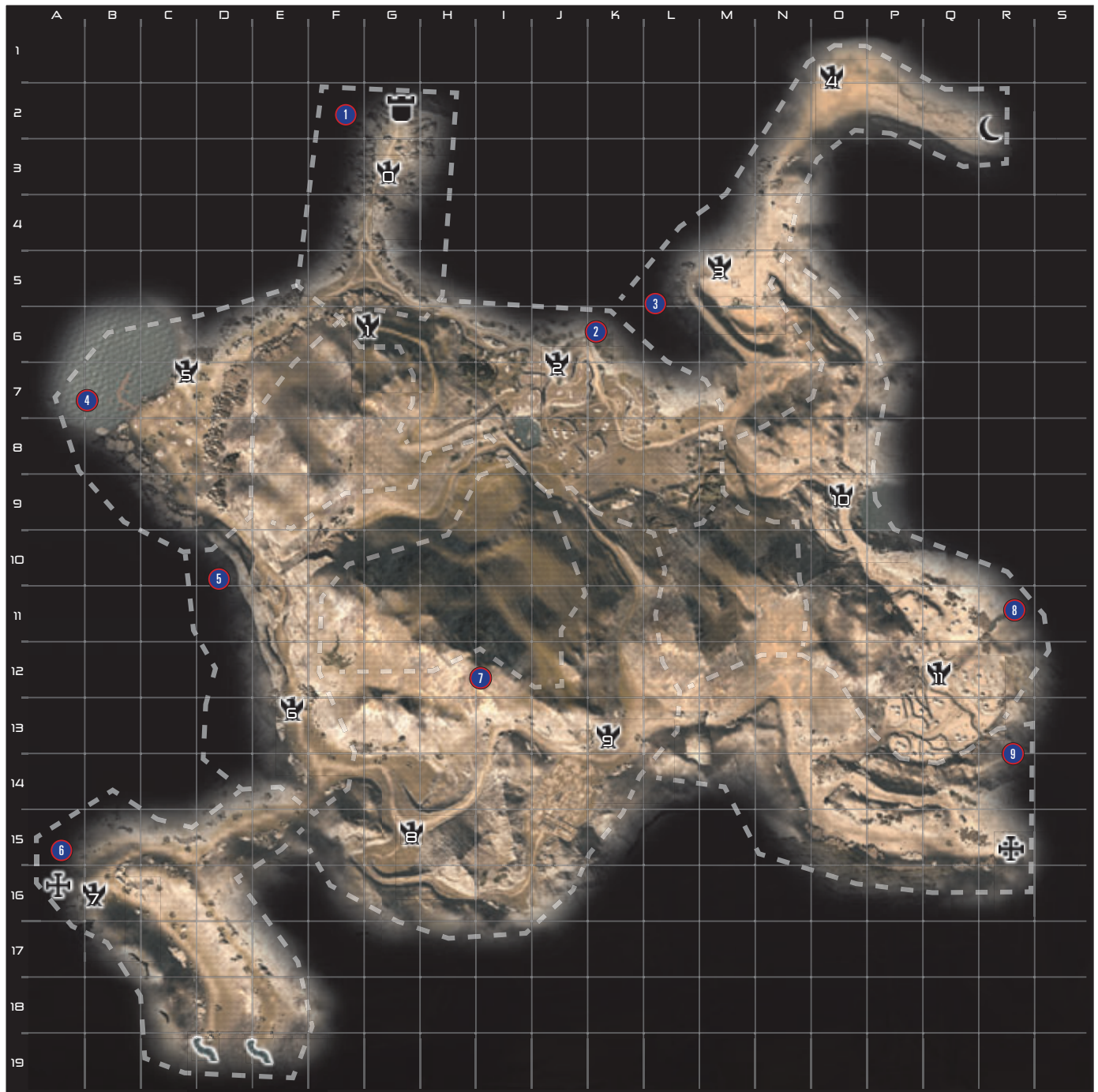
All Assassin Flags are collectible by Memory Block 3.

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Flag Checklist		
✓	Flag #	Description
<input type="checkbox"/>	1	Between the railing and the ramp wall in the Garden of Paradise
<input type="checkbox"/>	2	Atop the center pillar in the Garden
<input type="checkbox"/>	3	In the Library, on the first floor of the stronghold
<input type="checkbox"/>	4	On the ground in the northeast section of the courtyard
<input type="checkbox"/>	5	On the top floor of the tower, near the platform where you performed the Leap of Faith
<input type="checkbox"/>	6	On an outcropping to the north of the path
<input type="checkbox"/>	7	Around the corner from the top of the ladder near the tower
<input type="checkbox"/>	8	On a balcony overlooking the river
<input type="checkbox"/>	9	On the ground on the northern side of a building overlooking the river
<input type="checkbox"/>	10	At the top of the tall stone tower that's at the foot of the road leading to the stronghold
<input type="checkbox"/>	11	On the roof of a two-story building
<input type="checkbox"/>	12	On the roof near a bright orange carpet
<input type="checkbox"/>	13	At the top of the ladder near the Bench
<input type="checkbox"/>	14	On the windy road, behind a small U-shaped wall
<input type="checkbox"/>	15	On the roof of the first story of this three-story building
<input type="checkbox"/>	16	On the ground, obscured by a short wall
<input type="checkbox"/>	17	Between two buildings and the cliff
<input type="checkbox"/>	18	Near a large pile of hay sitting on the roof of a single-story building
<input type="checkbox"/>	19	Atop the tall ladder on the west side of the building
<input type="checkbox"/>	20	Behind a tall building against the cliff face



Place of Interest 02 \ The Kingdom



Overview \ The Kingdom

Wild lands, where Saracens and Crusaders are constantly battling for territory, lie between the relative safety of Masyaf and the enclosed jostling of the three major cities of the Holy Land. Think of the Kingdom as the link between these centers of commerce and fortification. The Kingdom provides a multitude of vistas and wide-open trails to Gallop through, plus a host of optional enemies to slay. Be sure you prepare for combat (either on horse or foot) with Guard Patrols and garrisons of Crusaders and Saracens. The Saracens are prevalent to the east, toward Damascus and Jerusalem, whereas the Crusaders have made camp in the areas to the west. Spend as little or as long as you like investigating the optional trails, areas, and secrets this realm holds. Half of the Holy Land's Templar population is found in the Kingdom, ready for combat when you've Ranked up sufficiently to counter their heavy blows.

Notable Data \ Kingdom Gallery

Defense Forces \ Assassin Guards



They wear the Assassin's regalia and are friendly unless attacked.

Defense Forces \ Crusaders



Dressed in red and white, Crusaders from Richard the Lionheart's army will attack if you get too close.

Defense Forces \ Saracens



Found mostly in the east, Saracens wear green and brown uniforms and attack if your cover is blown.

Defense Forces \ Templars



Thirty Templars are spread throughout the Kingdom. They attack on sight.

Hiding Spots \ Hay Stacks and Hay Carts

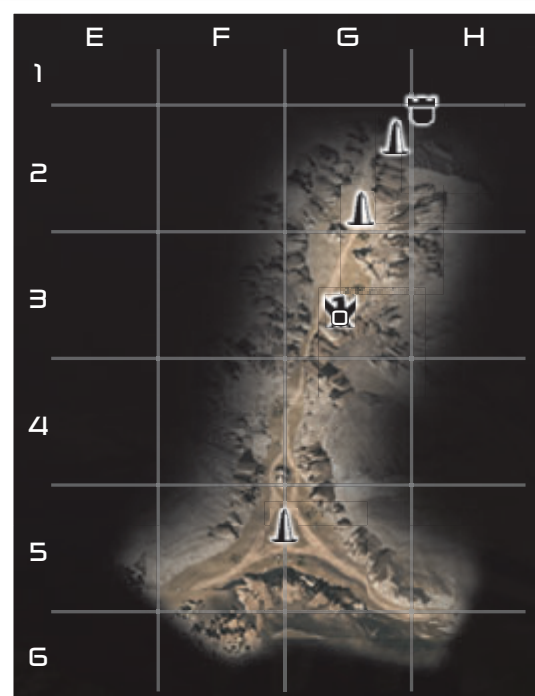


Hiding Spots \ Benches



There are no Roof Gardens, Trouble Makers, or Beggars in the Kingdom.

Area 01 \ Northern Valley



Traffic: Light

Security: Light

Controlling Faction: Assassins

View Points: 1

Investigations: 0

Save Citizens: 0

The northern valley provides protection as you race to and from Masyaf, but once out of the valley you are left to fend for yourself. Thankfully, there are few enemies in this zone. The area is mainly used as a thoroughfare where you make the choice of routes to Damascus, Acre, and Jerusalem.



On Day 4, upon leaving Masyaf, you can choose to enter the outskirts of any city, allowing you to bypass the Kingdom altogether.



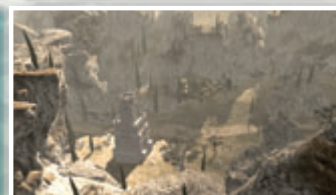
Area 01 looking north



Area 01 looking east



Area 01 looking south

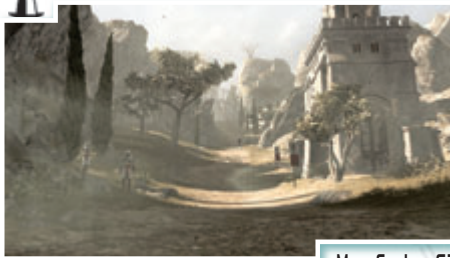


Area 01 looking west

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Key Landmarks

Masyaf Valley



Map Sector: G3

Masyaf Archway



Map Sector: G2

Northwest Fork



Map Sector: F5

View Points



00 \ Lookout Tower



Map Sector: G3



Note

The View Point in this area is mandatory. As such, it is labeled as "0" on the maps, and there are 11 other View Points in the Kingdom that bring the total up to 12. But only 11 of them are optional.

Area 01 \ Maneuvering Advice



Upon leaving Masyaf for the first time, climb the lookout tower at map sector G3; the Guards won't mind. Synchronize at the top of the tower to reveal this area on the in-game map. This also allows you to see the positions of the other View Points in the Kingdom.



At the fork south of the lookout tower, head either southwest to Acre or east to Damascus. Forks like this are often accompanied by an obelisk showing you the direction of each major city. If you get turned around, use these obelisks to get your bearings.



The northern portion of this area is controlled by the Assassins, so the Guards posted here pose no threat. However, a few Saracens are positioned near the fork to the south. Keep your distance or Blend to avoid alerting them. Always Blend when riding near Saracens or Crusaders. This trick will not work against Templars.



Tip

Enemies will not follow you into the Assassin-controlled area by the lookout tower. They'll call off their chase as soon as you enter the narrow canyon at map sector G4.

Area 02 \ Forest Village Trail



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Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Traffic: Light

Security: Light

Controlling Faction: Saracens

View Points: 2

Investigations: 0

Save Citizens: 0

Galloping over the small hill, you uncover your first vista: the dotted settlements in the shallow valley and the lookout tower that adds to your Additional Memories. The area has a number of citizens wandering around a small, central market, and there are Free-stepping opportunities around the buildings on either side. To the south is a pond, and there's a tiny switchback trail leading to another lookout tower on the western slopes. This is also an area where you can eventually take a short route to Jerusalem or Acre, via the mountain trail, or continue on to Damascus.

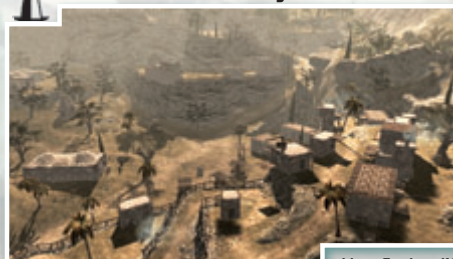
Key Landmarks

Saracen Camp



Map Sector: I6

Forest Village



Map Sector: K8

Village Pond

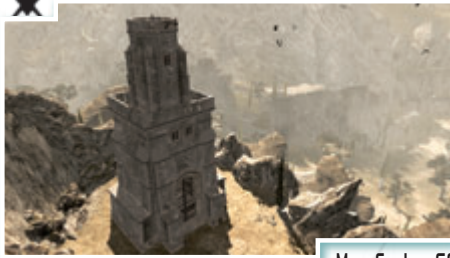


Map Sector: I8

View Points



01 \ Lookout Tower



Map Sector: 66



02 \ Lookout Tower

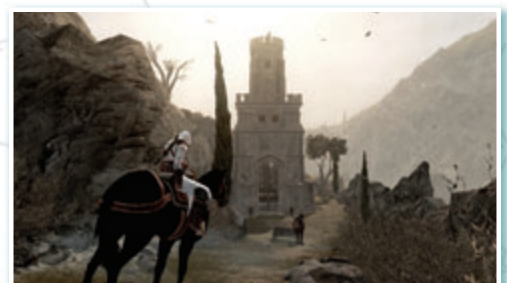


Map Sector: J6

Area 02 \ Maneuvering Advice

The Forest Village trail is a critical northern junction, with trails leading to several other sections of the Kingdom. Masyaf is located to the west, and Damascus to the east. There are also two southern trails leading to the Crusader Gorge and Roman Ruins—useful shortcuts when heading to Acre or Jerusalem.

The Forest Village is divided into upper and lower areas. The upper area to the west consists of a few small dwellings and a small detachment of Saracen Guards posted at the lookout tower. The main village is located in the valley to the east. This is a quiet area with only a small Saracen presence. There are also a few Templars spread out among the buildings.



Take the middle western trail to reach the lookout tower at map sector E4. There are no Guards on this twisting mountain trail, so don't worry about speed until you approach the tower. In addition to the Saracen Guards positioned around the tower, a Templar is located on the western side. Circle around the northern side of the tower to sneak up on him and stab him in the back.



Free-step across the posts in the village pond to reach the island. A Flag is located behind the tree.



The trails leading to the Crusader Gorge and Roman Ruins are located just south of this farm with the cylindrical grain silos. The western trail will take you toward Acre, while the eastern trail leads to Jerusalem. Both trails are marked with stone signs, so don't worry about breaking out your compass.

The small Saracen Encampment at map sector I6 is just off the main road and guarded at both entry points. Two Flags are located on the wagon here. Wipe out all the Guards to secure them, or simply use Sprinting and Free-stepping to dodge the enemies and flee the camp.



Area 03 \ Damascus Outskirts

Traffic: Light

Security: Heavy

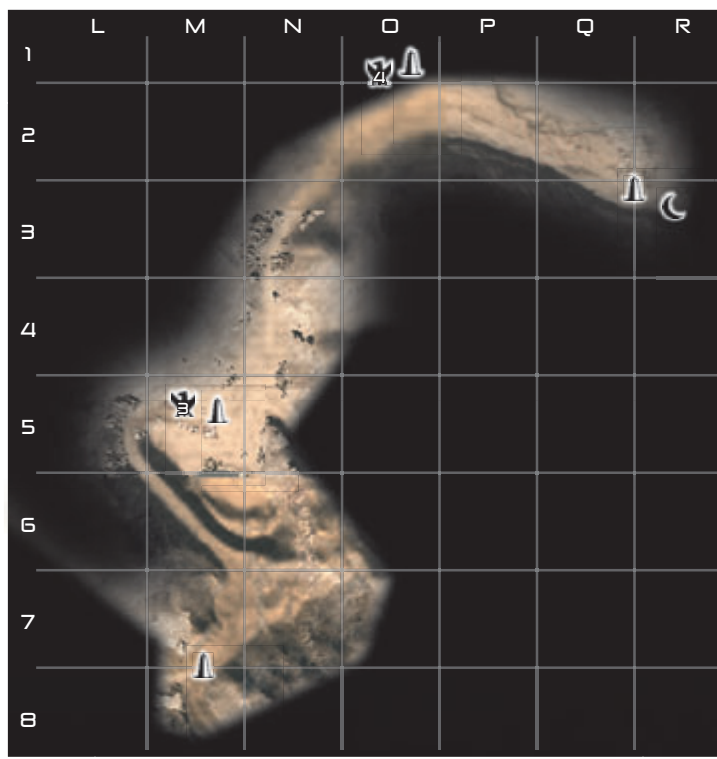
Controlling Faction: Saracens

View Points: 2

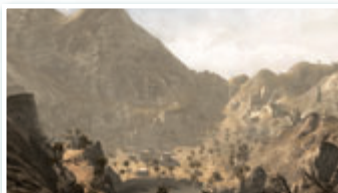
Investigations: 0

Save Citizens: 0

The Saracen troops have a large presence in this northeastern sector of the Kingdom. This is the first very dangerous area you'll traverse. Move around the small lake, and negotiate a lookout tower and small hamlet with a garrison of Soldiers and wooden towers. This leads to a road that heads south to Jerusalem, and more Saracens. Keep heading northeast and you reach a tent-filled encampment near a shallow stream, plus the entrance to Damascus.



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Area 03 looking north



Area 03 looking east



Area 03 looking south



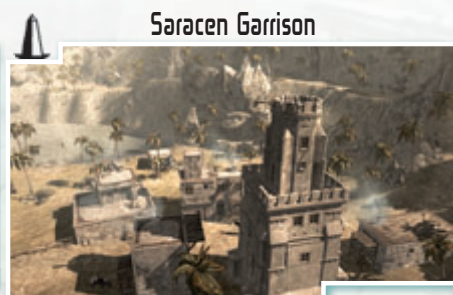
Area 03 looking west

Key Landmarks



Northeast Fork

Map Sector: N7



Saracen Garrison

Map Sector: M5



Saracen Encampment

Map Sector: O1

View Points



Damascus Archway

Map Sector: R2



03 \ Lookout Tower

Map Sector: M5



04 \ Lookout Tower

Map Sector: O1

Area 03 \ Maneuvering Advice



way to Jerusalem. Heading west takes you to the Forest Village trail, from which Masyaf and Acre can be reached.

The Saracen garrison is packed with Guards, including a large formation to the east of the village. A Flag is located on the stage where the Saracen officer is standing. While on your horse, hop over the stage to retrieve the Flag, then Gallop away to lose your pursuers.



The northeast fork at map sector N7 is a key intersection of three major trails. The northern trail leads directly to Damascus while the southern trail leads to the eastern lake outpost on the



When fighting the Templar south of the Saracen garrison at map sector M5, Throw him into the small lake to the south to finish the fight quickly.



At the Saracen Encampment, near Damascus, stay on the main road to the south to avoid a confrontation with the Saracen Guards posted around the tents and lookout tower. If your cover is blown while you're near the lookout tower, ride along the stream to the east. The water isn't deep, so your horse will have no problem Galloping through. This is the quickest way to reach the main road or Damascus archway. Just watch out for the Templar by the oasis.

Area 04 \ Lakeside Village Trail



Traffic: Light

Security: Moderate

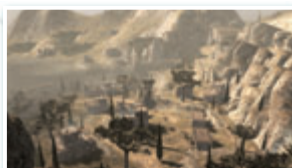
Controlling Faction: Crusaders

View Points: 1

Investigations: 0

Save Citizens: 0

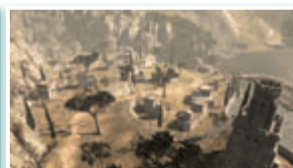
After the trail splits and rejoins, you can view the lake and village at the foot of the infamous Crusader Gorge. Here, you can slay your first Crusader troops, who are dressed in the garb of King Richard I. This village has a number of narrow, undulating trails, all leading to the Gorge entrance in the south. Expect some troop resistance, but it's an easy escape if you're overwhelmed. Don't forget to check the docks where a Templar has moored his boat.



Area 04 looking north



Area 04 looking east



Area 04 looking south



Area 04 looking west

Key Landmarks

Lakeside Village



Map Sector: C8

Docks



Map Sector: B7

View Points

05 \ Lookout Tower



Map Sector: C7

Area 04 \ Maneuvering Advice



The north-south trail running through Lakeside Village is the quickest way to travel between Masyaf and Acre. Slow down while moving through the village to avoid raising Crusader suspicions. The trail branches in several directions within the village, but all trails ultimately reconnect at the northern and southern outskirts.



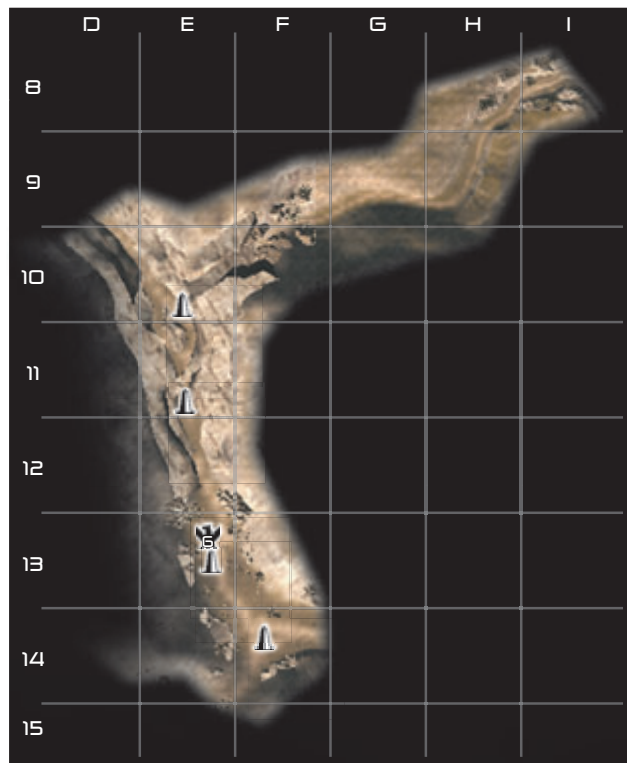
To quicken your pace through this area, keep to the eastern cliffside. You'll only encounter a few Crusaders posted near this trail, on the northern end of the village. If you don't mind being chased, jump your horse across these two rooftops, maintaining a full Gallop and grabbing a Flag on your way out of the village.



Two Flags and one Templar are located on the docks west of the village. Jump across the posts and boats to bypass the Guards. With some careful Jumping, you can sneak up behind the Templar on the northern edge of the docks. If a fight does break out, you can always Throw your opponents into the lake.



Area 05 \ Crusader Gorge



Traffic: Light

Security: Moderate

Controlling Faction: Crusaders

View Points: 1

Investigations: 0

Save Citizens: 0

Seeing the tactical potential of this geological fissure, the Crusaders are roaming this narrow and steep gorge. The gorge is a quick route toward the southwestern area of the Kingdom and Acre. There are two main routes north and south: one involves racing along the foot of the gorge and the other allows you up a trail and across a natural bridge. Expect fierce resistance and many Guard Posts as your adventure progresses. If you Leap the wooden (and wrecked) bridge, you can enter the mountain trail and end up overlooking the Forest Village. Or, move to the south and negotiate a Crusader garrison, a lookout tower, and a junction that allows you to either head toward Acre or the beginning of the trail to the Roman Ruins.



Area 05 looking north



Area 05 looking east

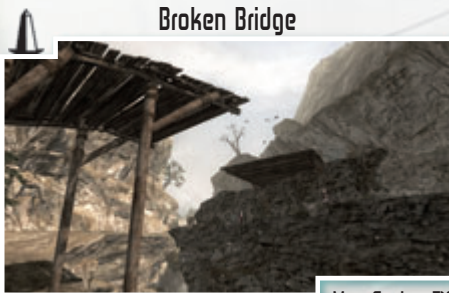


Area 05 looking south



Area 05 looking west

Key Landmarks



Broken Bridge

Map Sector: E10



Crusader Gorge

Map Sector: E1



Crusader Guard Post

Map Sector: E13

View Points



Southwest Fork

Map Sector: F14



06 \ Lookout Tower

Map Sector: E13

Area 05 \ Maneuvering Advice



You must use the broken bridge at map sector E10 if you want to take the eastern mountain trail to the Forest Village. Start by taking the trails up from the gorge, then Jump across the broken bridge. A Templar stands guard on the eastern trail—try to take him out while on horseback.



By Memory Block 6, the Crusaders have fortified this area. Expect to encounter stiff resistance in the form of Guard Posts (line formations of Crusaders standing four abreast with swords drawn). If you attempt to ride through these formations, the Crusaders will cut your horse out from under you, sending you to the ground. Instead of trying to crash through them, ride around them.



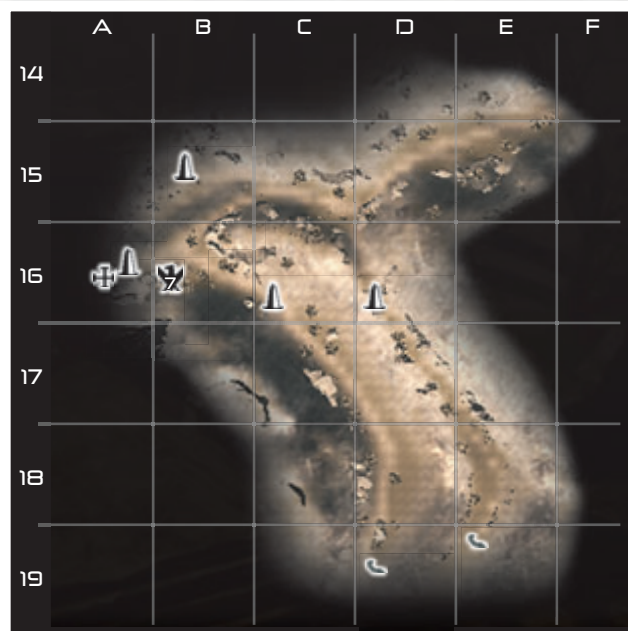
In an attempt to control traffic along this route, the Crusaders have erected a low fence near the lookout tower. Your horse has no problem clearing this fence, but if you Jump it the Crusaders will pursue. If attempting to maintain a Low Profile, Blend while riding through the opening in the fence.



The southwest fork at map sector F14 connects to Acre's outskirts to the south and the trails to the Ruins in the east. Heading north here takes you through the Crusader Gorge on the way to the Lakeside Village.

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Area 06 \ Acre's Outskirts



Traffic: Light

Security: Heavy

Controlling Faction: Crusaders

View Points: 1

Investigations: 0

Save Citizens: 0

If you've come to spill Crusader blood, this is the area to attempt your slaughter! A trail with entrances to Arsuf Plains (which are only accessed during Memory Block 6) and Acre can easily be traversed if you aren't in a slaying mood, but the large Crusader Encampment in the valley to the north is the perfect opportunity to hone your fighting abilities. There are wooden towers, a pit, numerous tents, and an escape trail if the attacks become too fraught.



Area 06 looking north



Area 06 looking east



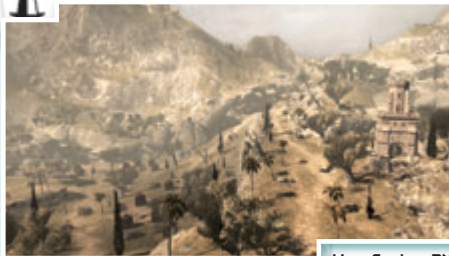
Area 06 looking south



Area 06 looking west

Key Landmarks

Eastern Arsuf Trail



Map Sector: D16

Western Arsuf Trail



Map Sector: B16

Crusader Encampment



Map Sector: B15

Acre Archway



Map Sector: A16

View Points

07 \ Lookout Tower



Map Sector: B16

Area 06 \ Maneuvering Advice



There are two parallel trails leading to Arsuf Plains. Both lead to the same place, but they have different entry points. If heading to Arsuf Plains from Acre, use the western trail. If approaching from Masyaf or Jerusalem, the eastern trail is the quicker route. This area remains off limits until later in the game.

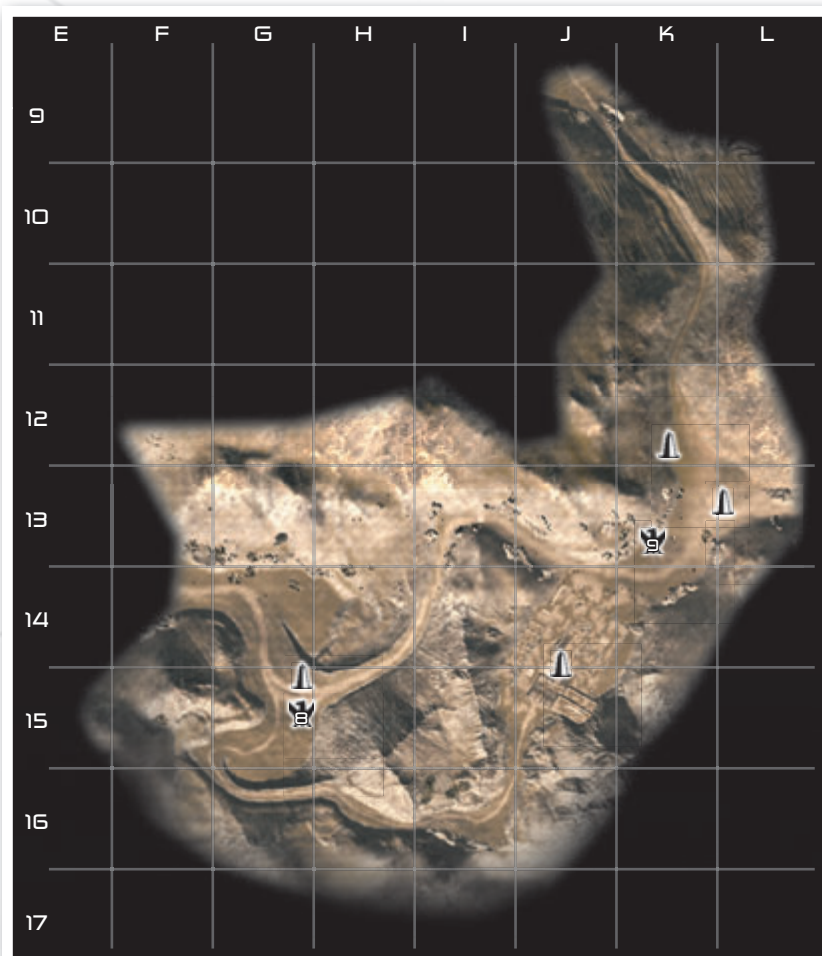


If simply passing through this area, stay on the main road to the south, avoiding the Crusader Encampment altogether. If you want to gather Flags and kill a Templar, take the side road north to enter the encampment.



You can't sneak into the Crusader Encampment via the front gate unnoticed; the Archers will spot you even if you Blend. Instead, use one of the two scaffolding structures along the wall to infiltrate. Once inside, steer clear of the Guards and Archers. Try to grab all the Flags without being detected, and don't forget the two Flags in the central pit. Leave the Flags on the southern Guard Towers for last—you're most likely to be spotted while grabbing these.

Area 07 \ Trails to the Ruins



Traffic: Light

Security: Moderate

Controlling Faction: Crusaders / Saracens

View Points: 2

Investigations: 0

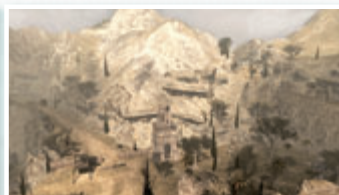
Save Citizens: 0

The no-man's-land in the heart of the Kingdom has its own secrets to reveal. There are a couple of small Crusader garrisons, one linking to the junction south of Crusader Gorge and the other overlooking a large and ancient set of Roman Ruins. The ruins themselves are excellent for honing your climbing and Free-stepping abilities, and there's a small trail that loops around to the lookout tower at one of the garrisons. Moving east, the trail opens up as the rocky desert landscape toward Jerusalem begins. A small Saracen Encampment links this area to the Forest Village trail.

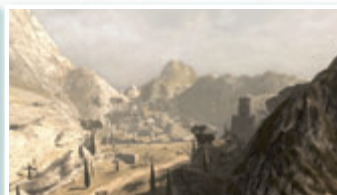
- ▲ 01 \ INTRODUCTION
- ▲ 02 \ TRAINING & MANEUVERS
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Area 07 looking north



Area 07 looking east



Area 07 looking south



Area 07 looking west

Key Landmarks



Crusader Garrison

Map Sector: G15



Roman Ruins

Map Sector: J14



Crusader Garrison

Map Sector: K13



South-Central Fork

Map Sector: L13



Saracen Encampment

Map Sector: K12

View Points



08 \ Lookout Tower

Map Sector: G15



09 \ Lookout Tower

Map Sector: K13

Area 07 \ Maneuvering Advice



holding the high ground to the north and the Saracens occupying the ruins to the south. As long as you stay on the trail, you can avoid aggravating either side.

The path leading to the lookout tower north of the Roman Ruins is blocked by a line of Crusaders. There's no easy way to sneak in, so be ready for a fight. Keep the fight as far away from the tower as possible to avoid drawing in more Crusaders. Once the path is clear, assume a Low Profile and climb the tower, staying clear of the Guards on the scaffolding.



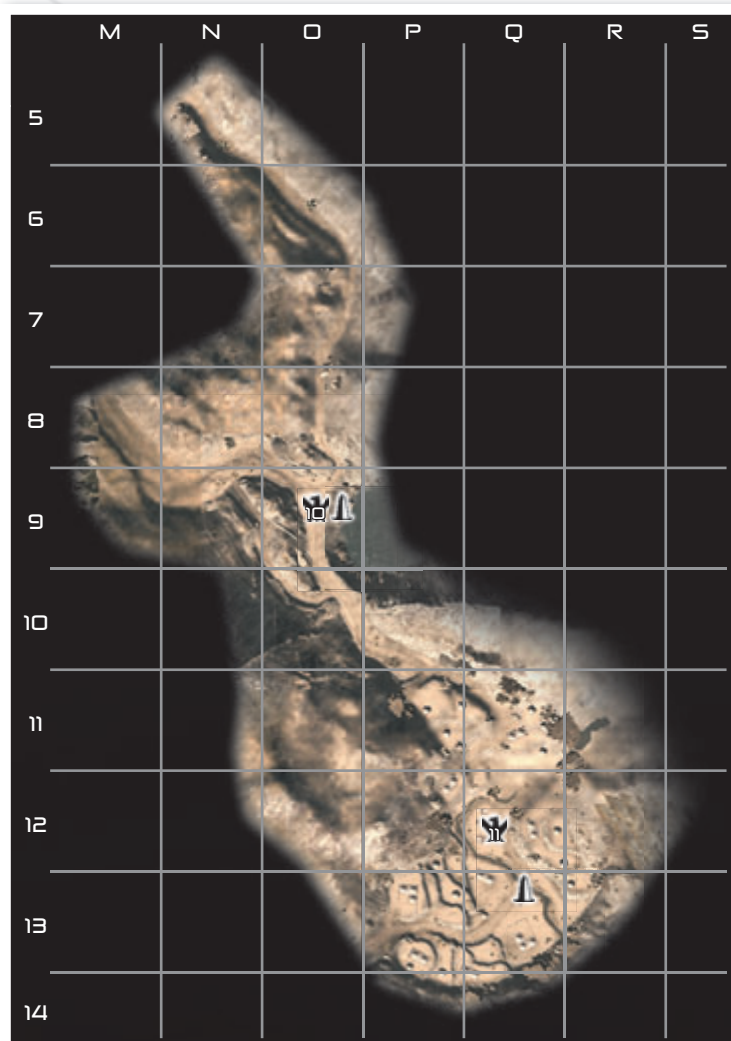
Crusader and Saracen bodies line the trail between the central lookout tower and the Roman Ruins. The trail serves as a no-man's-land in this standoff between the factions, with the Crusaders



Ten Flags are scattered across the Roman Ruins, but this area is also watched by six Saracen Archers. Clear out the area before Flag hunting. It's easiest to work your way south to north, clearing the high ground first. Most of the Archers are in static positions, so they're easy to sneak up on. Once you've dealt with the Archers, eliminate the ground-level Templar in the southeast corner. Now you can go about collecting your Flags.



Area 08 \ Eastern Lake Outpost



Traffic: Moderate

Security: Moderate

Controlling Faction: Saracens

View Points: 2

Investigations: 0

Save Citizens: 0

Although only necessary to Gallop through if you need to take the road to or from Damascus and Jerusalem, this eastern stretch of land encompasses a hilly area, a large lake to the north (complete with a small trail that loops back to the junction near the entrance to Damascus), and an outpost and garrison to the south. The village area is overrun with Saracen forces, so employ care as you negotiate the winding trails.

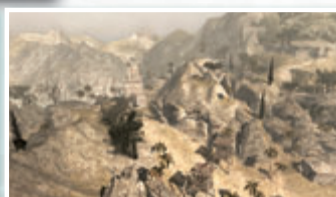
- ▲ 01 \ INTRODUCTION
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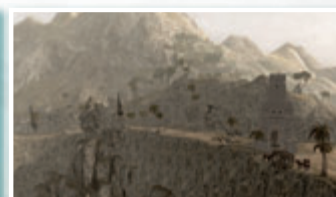
Area 08 looking north



Area 08 looking east



Area 08 looking south



Area 08 looking west

Key Landmarks

Saracen Garrison



Map Sector: 09

Saracen Outpost



Map Sector: Q12

View Points

10 \ Lookout Tower



Map Sector: 09



11 \ Lookout Tower



Map Sector: Q12



way to bypass the high concentration of Guards on the main road and near the garrison. A lone Templar stands guard here, so stay alert.

Later in the game, alert Saracens will attempt to stop you by forming lines across the road, much like the Crusaders in the Crusader Gorge. Gallop around their lines to avoid having your horse's legs chopped at. West of the Saracen garrison's lookout tower (at map sector N9) there's a narrow side road. This is a good

Area 08 \ Maneuvering Advice



This area is a major north-south thoroughfare on the eastern side of the map, with connections to the Forest Village trail, the Damascus outskirts, and the Jerusalem outskirts. The two northern trails climb through the mountainous terrain and converge at the Saracen garrison next to the lake.

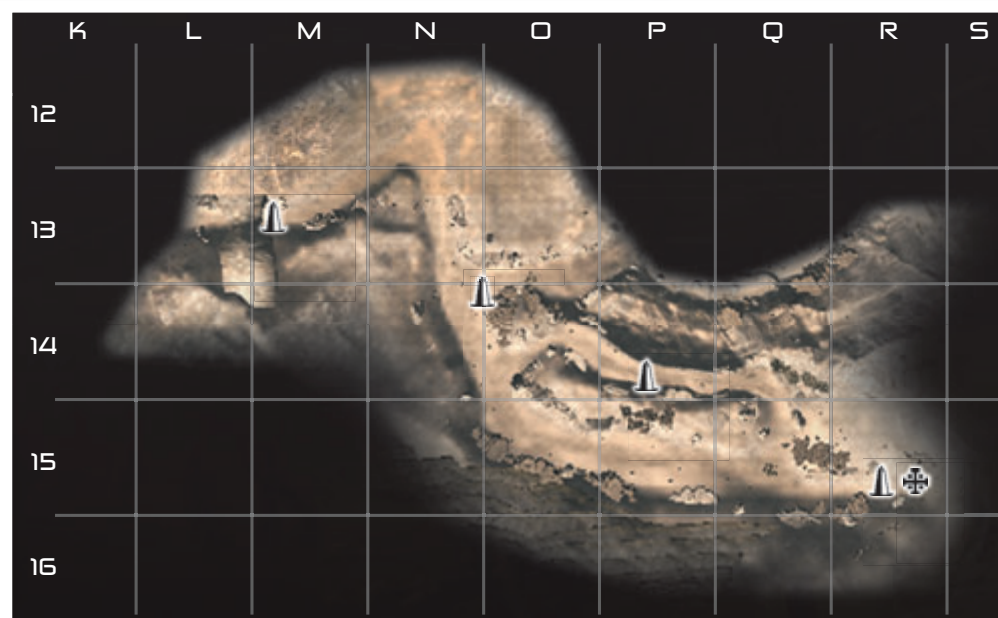


The Saracen Outpost is home to an extremely high concentration of Templars. A total of six Templars are posted here— that's 10 percent of the Templars you can challenge throughout your entire adventure! They're mostly posted around the village's periphery. With careful scouting you can sneak up on or blindside all six of these Templars.

The Archers on the towers at the Saracen Outpost will blow your cover if you get too close. When climbing the lookout tower, ascend the southern side. The Archers on the eastern and western flanks will have a hard time spotting you there.



Area 09 \ Jerusalem Outskirts



Traffic: Light

Security: Moderate

Controlling Faction: Saracens

View Points: 0

Investigations: 0

Save Citizens: 0

With Jerusalem's spires only moments away, the rocky desert outskirts are mainly wide, stone trails with pilgrims and other citizens wandering up and down them. There are a couple of major junctions that link back to previous areas, and also a dead-end trail that allows you excellent views of the Saracen Outpost to the north. Otherwise, this is simply the way to reach Jerusalem, watching for the numerous Guard Patrols along the way.



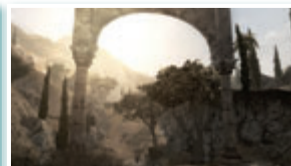
Area 09 looking north



Area 09 looking east



Area 09 looking south

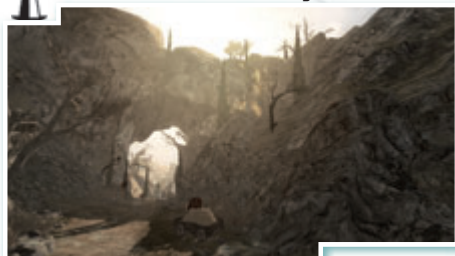


Area 09 looking west

Key Landmarks



Earthen Archway



Map Sector: L13



Outpost Overlook



Map Sector: P14



Southeast Fork



Map Sector: N14



Jerusalem Archway



Map Sector: R15

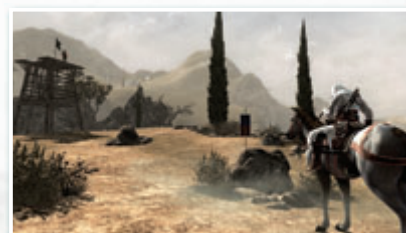
Area 09 \ Maneuvering Advice



A large formation of Saracen troops patrol the area around the southeast fork obelisk. Slow down and Blend when moving through this area. Several pedestrians are also present here and near the Jerusalem archway, so watch your speed.



This dusty stretch of road runs east and west for the most part, with a north-eastern branch that leads to the eastern lake outpost area. Take this northern route when heading toward Damascus. Otherwise, go west when heading to Masyaf or Acre.



The outpost overlook is a narrow side road near Jerusalem with a sweeping view of the Saracen Outpost to the north. In addition to the view, two Flags and two Guard Towers occupy this road. One Flag is atop the occupied eastern tower; the other is on a low rock in the middle of the road.

Additional Memories \ Templars

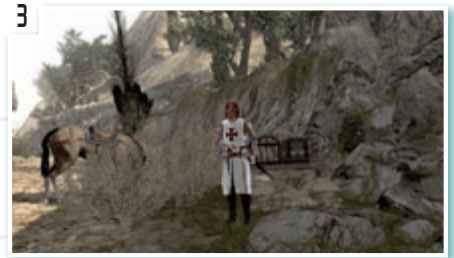
Note There are 30 Templars to kill in the Kingdom.



This Templar stands between the View Point and the cliff wall. He's facing north, so approach from the south to reach him undetected.



The narrow gorge offers you no cover from the Templar stationed here. Prepare for a fight.



You must approach from the south to stealthily reach the Templar that guards this narrow passageway.



The Templar found here stands near a stone dwelling adorned with the sign of the cross. Hug the curved wall and approach from either side to Assassinate the unsuspecting Crusader.



The Templar stands guard on the eastern side of this long, low building. To get the jump on him, hug the southern wall as you turn the corner.



This Templar guards the courtyard of a large, multiroom dwelling. Climb the northern wall and Drop down behind him to Assassinate.



This Templar stands between the southern wall of a building and the cliff. He is facing east, so approach from the west to get the drop on him.



To get the better of this Templar, approach him from the northeast by scaling the small fence-adorned wall. You can then circle around the cone-shaped dwelling to catch him unaware.



Exploit this Templar's blind side by approaching from the west.



The ruins and the cliff face make approaching this Templar difficult. Instead of a frontal assault, enter the ruins and make sure to keep a wall between yourself and the Templar. Once you get behind him, hop the wall and take him out. Be careful though, as portions of the crumbling wall are low enough to give you away.



This Templar stands near a supply cart just south of the road. Unfortunately for you, no approach is safe. Prepare for battle.



This Templar guards the north-western wall of a one-story house. Drop down behind the house, make your way to the far side, and introduce the Templar to your blade.



This Templar stands just north of the downward-sloping path. Use the small building he guards to cover your approach, and you'll be able to sneak up on him effortlessly.



The Templar that stands behind the one-story dwelling has a great line of sight that covers every approach.



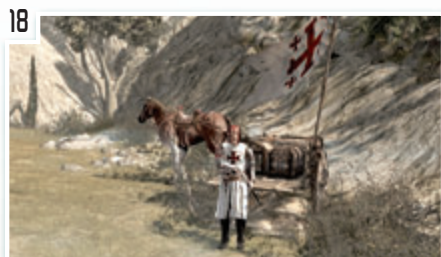
The Templar guarding the courtyard has his sights trained on the entrance arch. Climb the outer wall and Drop down right behind him for a swift and sure kill.



Approach this Templar from the southwest (his left) to get the jump on him.



The cliff wall and small lake provide the Templar cover on three sides. There is no way to advance undetected.



This Templar will only be taken by surprise with a southern approach.



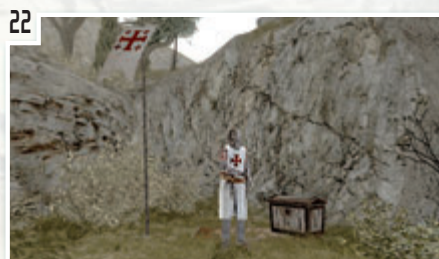
You can find this Templar between a small one-story dwelling and the cliff face. Sneak up on him from the west for an effortless assassination.



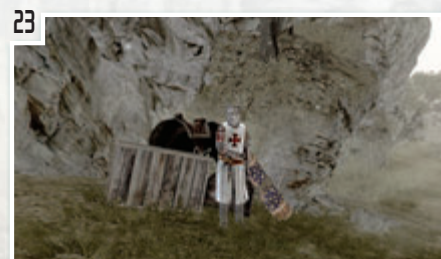
This out-of-the-way mountain path holds a View Point, Flag, and Templar. Follow the tower's south wall (to your left) to catch the Templar off guard.



Forget catching this Templar unaware. A frontal assault with lobbed Throwing Knives as he engages you will at least help you damage him before you fight.



This Templar is well positioned. No approach will escape his notice.



This Templar faces south, so approach him from the northeast to catch him unaware.



Creeping up the path from the south gives you the best chance to avoid a confrontation with both Guards and the Templar, but there is no way to escape the notice of the Templar.



Six Crusaders stand between you and the Templar that guards the end of the dock. No need to engage them though. Instead, look to the water for your path. A series of moorings and small boats give you a chance to practice your Free-stepping. Follow the path and you can Jump to the dock directly behind the unsuspecting Templar.



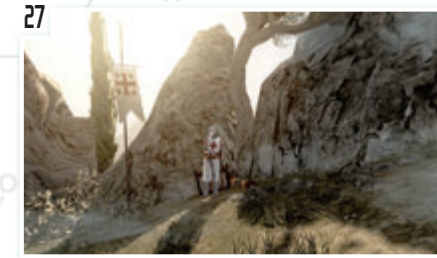
Approach this Templar from the south for an easy assassination.



You'll have to engage this Templar head-on as the terrain allows no advantage.



This assassination is as fun as it is difficult. The Templar stands on the first-floor roof of a building that's surrounded by Guards. Approach the building from the south, toward the Bench on which peasants sit. Hug the wall and walk northeast (to your right). A sword-wielding Guard stands nearby. Ignore him and hop onto the trio of barrels, then climb the tapestry-covered wall. You are standing right next to the Templar, but a chest impedes your assassination attempt. Turn left and climb to the roof (don't use the ladder), then hop to the rooftop that is directly above the Templar. Hang from the gutter. The Assassinate option is now available. Pull this one off successfully and we salute you!



Hug the cliff wall and approach this Templar from the south.



This Templar doesn't really *need* to stand guard. The 20 or so Crusaders in the surrounding camp have that taken care of. Needless to say, you'll have to work for this kill! A good entry point lies at the west end of the fence where high scaffolding will allow you to climb over. From there, hug the cliff wall until you reach the Templar.

Additional Memories \ King Richard Flags (100)

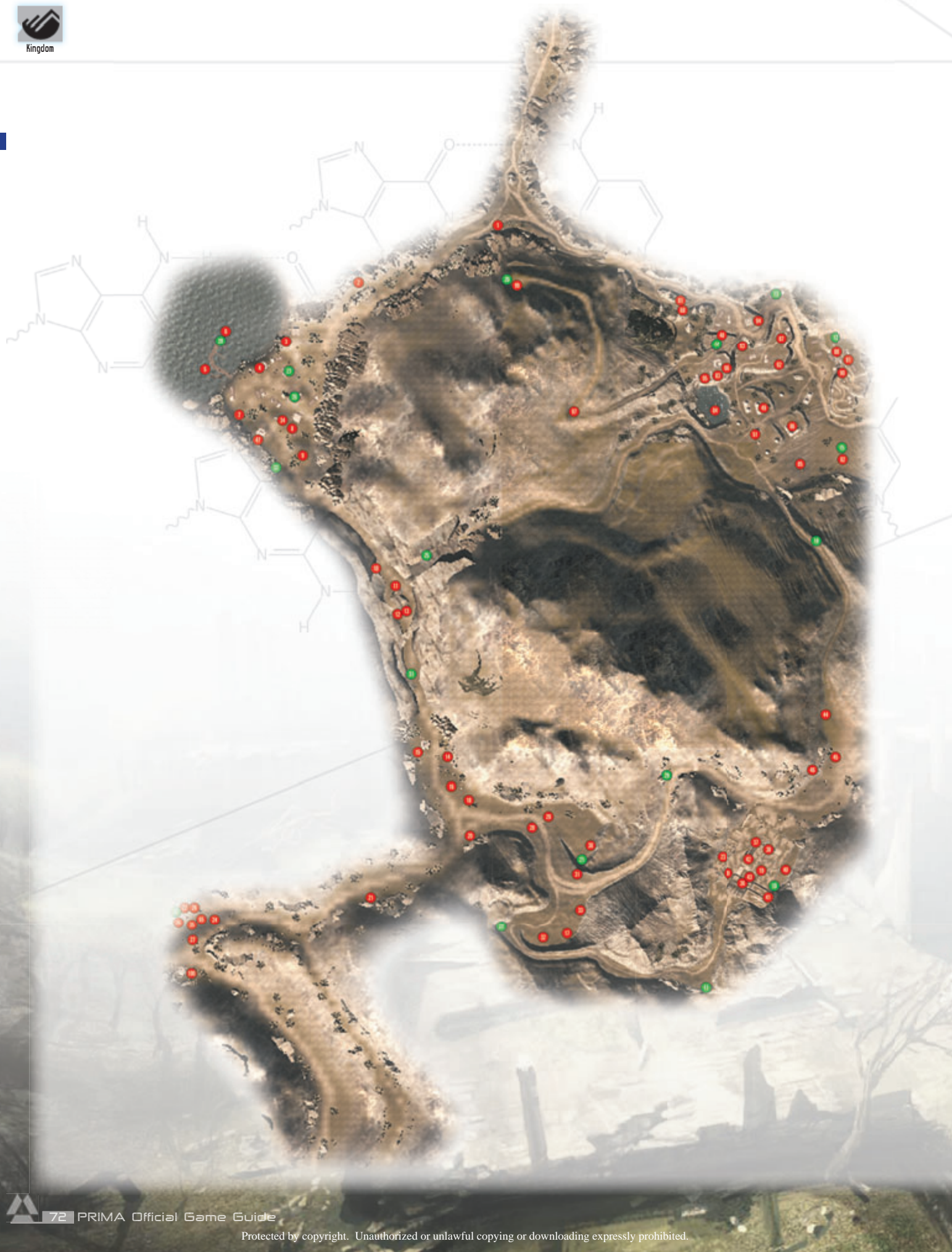


Note All King Richard Flags are collectible by Memory Block 6.

✓	Flag #	Description
<input type="checkbox"/>	1	Behind a small cart on the western side of the crossroads
<input type="checkbox"/>	2	Ground level, next to a small building
<input type="checkbox"/>	3	On top of a small wall
<input type="checkbox"/>	4	On top of a chimney next to the docks
<input type="checkbox"/>	5	At the end of a small dock
<input type="checkbox"/>	6	On the bow of a boat behind a Templar
<input type="checkbox"/>	7	On the roof
<input type="checkbox"/>	8	On top of a small one-story building with a Guard
<input type="checkbox"/>	9	On top of a small building
<input type="checkbox"/>	10	Along the ridge and behind a tree
<input type="checkbox"/>	11	To the left of a broken wood bridge with four Guards
<input type="checkbox"/>	12	Look below and slightly west of Flag # 13; it is hidden in the bushes

✓	Flag #	Description
<input type="checkbox"/>	13	Up a ramp, near a small fire and a Hay Stack
<input type="checkbox"/>	14	Behind a small tent
<input type="checkbox"/>	15	West side of the tower, on the ground
<input type="checkbox"/>	16	In the middle of some small ruins
<input type="checkbox"/>	17	Behind a small building
<input type="checkbox"/>	18	On top of a wooden tower
<input type="checkbox"/>	19	On top of a pillar
<input type="checkbox"/>	20	Behind a small wall, next to a horse
<input type="checkbox"/>	21	Look for a wooden tower with three Guards; the Flag is off to the side, near a rock face and some bushes
<input type="checkbox"/>	22	The Flag is in the pit
<input type="checkbox"/>	23	On top of a pillar
<input type="checkbox"/>	24	In the middle of a small camp, next to a fire and a rack of spears
<input type="checkbox"/>	25	On top of the crane
<input type="checkbox"/>	26	This Flag is in the pit
<input type="checkbox"/>	27	Sitting on a fence
<input type="checkbox"/>	28	Behind a large rock formation
<input type="checkbox"/>	29	Underneath a wooden tower
<input type="checkbox"/>	30	Behind a hut
<input type="checkbox"/>	31	On top of a wooden tower
<input type="checkbox"/>	32	On top of a small building
<input type="checkbox"/>	33	Behind the View Point tower
<input type="checkbox"/>	34	On the wooden platform of a small crane
<input type="checkbox"/>	35	Sits atop the left tower
<input type="checkbox"/>	36	On the very top of a large arch at the south end of the ruins
<input type="checkbox"/>	37	On a pillar at the north end of the ruins
<input type="checkbox"/>	38	On a pillar at the north end of the ruins
<input type="checkbox"/>	39	On top of a stone roof near the south end of the ruins
<input type="checkbox"/>	40	On top of a rock
<input type="checkbox"/>	41	In the southeast corner of the Roman Ruins
<input type="checkbox"/>	42	Underneath the wooden ramp in the middle of the ruins
<input type="checkbox"/>	43	On top of a pillar
<input type="checkbox"/>	44	In the middle of a small camp of Guards
<input type="checkbox"/>	45	In the small corral
<input type="checkbox"/>	46	North side of the View Point tower
<input type="checkbox"/>	47	On the second level of a small building
<input type="checkbox"/>	48	On a small, wooden overhang, next to a bunch of wood
<input type="checkbox"/>	49	Next to the domed building
<input type="checkbox"/>	50	Behind a small, wooden tower
<input type="checkbox"/>	51	On top of a small building
<input type="checkbox"/>	52	On top of a rock
<input type="checkbox"/>	53	On top of a wooden tower
<input type="checkbox"/>	54	Behind the small buildings
<input type="checkbox"/>	55	Next to a wooden tower, down a ledge
<input type="checkbox"/>	56	Behind a well

✓	Flag #	Description
<input type="checkbox"/>	57	On the arch of a small building
<input type="checkbox"/>	58	Behind a dome building
<input type="checkbox"/>	59	On top of a small building
<input type="checkbox"/>	60	At the end of a creek, behind the bushes
<input type="checkbox"/>	61	Behind a small cart
<input type="checkbox"/>	62	Behind a domed building
<input type="checkbox"/>	63	Above the main path, next to a domed building
<input type="checkbox"/>	64	On top of a small stable, surrounded by horses and a few Guards
<input type="checkbox"/>	65	On the tower to the right
<input type="checkbox"/>	66	On a small, wooden overhang
<input type="checkbox"/>	67	On a platform in front of 18 Guards and a Lieutenant
<input type="checkbox"/>	68	On the back of a cart
<input type="checkbox"/>	69	On top of the wooden tower with two Guards
<input type="checkbox"/>	70	On top of the wooden tower with two Guards
<input type="checkbox"/>	71	Above the small stable at the crossroads
<input type="checkbox"/>	72	On the cliff at the southern edge of a small lake
<input type="checkbox"/>	73	On top of a small dump cart, next to the lake
<input type="checkbox"/>	74	On a barrel behind a small building
<input type="checkbox"/>	75	Behind a small building
<input type="checkbox"/>	76	On the small island in the middle of the creek
<input type="checkbox"/>	77	On top of the wooden tower with two Guards
<input type="checkbox"/>	78	On top of a barrel next to a platform
<input type="checkbox"/>	79	On the balcony halfway up the View Point tower
<input type="checkbox"/>	80	On top of a wooden tower
<input type="checkbox"/>	81	On the back of a cart
<input type="checkbox"/>	82	On top of a small building
<input type="checkbox"/>	83	On a wooden platform
<input type="checkbox"/>	84	On the island in the middle of the small lake
<input type="checkbox"/>	85	In the middle of the ruins of a small building
<input type="checkbox"/>	86	In the small courtyard of a one-story building, in a corner behind some barrels
<input type="checkbox"/>	87	On top of a wooden pole in the middle of a small village
<input type="checkbox"/>	88	On a chimney on the eastern side of a village
<input type="checkbox"/>	89	Behind a small wall
<input type="checkbox"/>	90	On a small crane platform
<input type="checkbox"/>	91	On an overhang
<input type="checkbox"/>	92	On top of a two-story building
<input type="checkbox"/>	93	At the base of the cliff south of the View Point tower
<input type="checkbox"/>	94	On the east side of the View Point tower
<input type="checkbox"/>	95	On top of a pole
<input type="checkbox"/>	96	On the roof of a two-story building
<input type="checkbox"/>	97	On top of a small, wooden platform
<input type="checkbox"/>	98	On top of a wooden tower with two Guards
<input type="checkbox"/>	99	On top of the View Point tower
<input type="checkbox"/>	100	On the View Point tower



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Introduction

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Kingdom

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Damascus Middle District

Damascus Rich District

Acre Poor District

Acre Middle District

Acre Rich District

Jerusalem Poor District

Jerusalem Middle District

Jerusalem Rich District

Solomon's Temple

Arsuf

Abstergo Laboratory

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Damascus

Overview \ The History of Damascus

Damascus during this time period is a bustling and impressive city. After the arrival of the Turks 100 years before, the city repelled attacks during the Second Crusade in 1148, and was finally acquired by Saladin in the late 1150s. Saladin was responsible for rebuilding the Citadel in the northwestern corner of the city, and granted scholars from far and wide the chance to study in one of the many Madrasahs scattered throughout the city's neighborhoods. This place is vibrant, colorful, and almost unaffected by the war ravaging much of the rest of the land.

You enter Damascus at the following times during your adventure:

District	First Entrance	Assassination Target
Poor	Memory Block 2	Tamir
Middle	Memory Block 5	Jubair Al Hakim
Rich	Memory Block 4	Abu'l Nuqoud

Notable Data \ Damascus Gallery



Defense Forces \ Saracen Guards



They wear the Saracen regalia and will attack if your cover is blown.



Defense Forces \ Templars



Ten Knights Templar are located within the city (three in the Poor, three in the Middle, and four in the Rich Districts) and will attack on sight.



Citizens \ Scholars



They wear white robes and allow you to Blend with them. Useful for accessing high-security areas. There are no Scholars to be saved in the Middle District.



Citizens \ Vigilantes

Dressed in black robes, these men will distract and restrain Guards that are chasing you.



Assassins \ Informers

These cloaked figures offer critical information on your Target, but you must complete a Challenge for them before they'll talk. There are none in the Poor District.



Citizens \ Courageous Citizens

These citizens carry Throwing Knives that can be Pickpocketed to replenish your stock.



Citizens \ Beggars

The poor occupy high-traffic areas, pleading for coins from passersby.



Citizens \ Trouble Makers

These citizens wander about aimlessly and will shove you if you get too close.

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Hiding Spots \ Roof Gardens



Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches

Place of Interest 03 \ Damascus \ Poor District



Overview \ The Poor District

The northeastern area of Damascus is a large and bustling District, packed with citizens. Thankfully, only a limited number of these citizens are deemed troublesome. To the northeast, the area is dominated by a large and sprawling Souk—an area where Tamir the Black Market Merchant makes a more-than-comfortable living. Spend time heading down the main north-south thoroughfare and you'll reach the Pasha Mosque and grounds. This Mosque features the largest minaret in the District. Use this, and the relatively flat rooftops throughout this area, to situate yourself before you reach the Assassin's Bureau in the southwestern corner of the District. Beware of the river snaking along the northern sector. To the west, south, and southeast, there are countless alleys dotted with small courtyards. There is also a rarely used exit gate to the southeast.

Area 01 \ Entrance and Mosque Thoroughfare



Traffic: Heavy
Security: Light
Controlling Faction:
Saracens
View Points: 1
Investigations: 1
Save Citizens: 1



Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Forcing you from the relative spaciousness of the Kingdom into the closely knit and bustling Poor District, there are numerous places to run: clambering onto the market stalls and scaling the roofs, heading southwest down the main street toward Area 04 and the Pasha Mosque, checking out the Souk to the southeast, or heading along the south side of the river that runs east-west. There's a small bazaar here where you can try Blending, Stealth Assassinations, and hiding until you perfect these and other initial techniques.

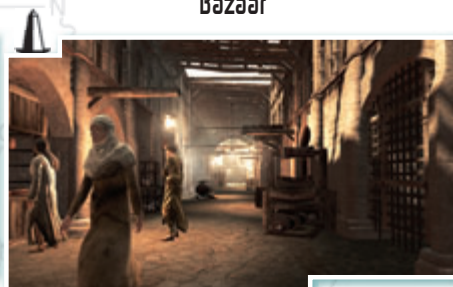
Key Landmarks

Main Gate



Map Sector: 01

Bazaar



Map Sector: N2

View Points

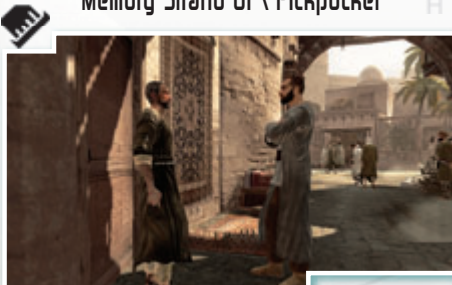
01 \ Minaret



Map Sector: M2

Memory Block 2 Data \ Investigations

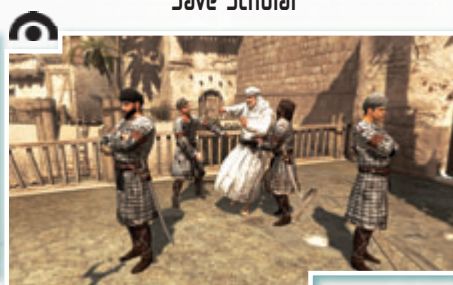
Memory Strand 01 \ Pickpocket



Map Sector: N2

Save Citizen Investigations

Save Scholar



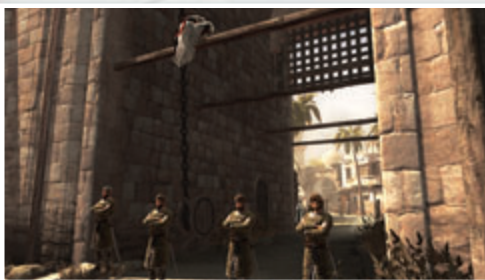
Map Sector: N2

Initial Guards: 4

Additional Guards: 1

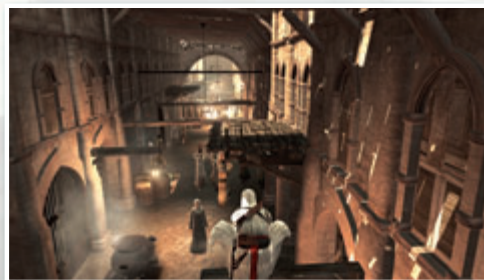
Scholars Summoned: 4

Area 01 \ Maneuvering Advice



The key features of this area are the main city gate and the market bazaar. A Guard Post stands in front of the city gate. Don't

try to run past them! Instead, look for alternatives. One is by climbing along the outer wall until you can reach the upper area of the gate. Here you can use a series of wooden beams to hop across, passing above the Guards' heads.



Several market stalls are set up opposite the gate's entrance, but the bulk of the area's commerce is conducted

in the bazaar. This covered street is lined with market stalls. The bazaar is often filled with citizens; expect a high concentration of Jar Carriers in this area. Take your time maneuvering through the crowd as any sudden collisions and jar falls may cause nearby Guards to become alerted your presence. Also consider taking the high ground by Free-stepping across the beams overhead.

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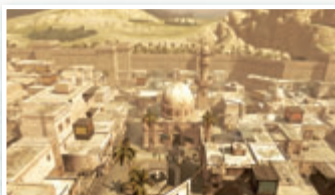


Above the bazaar is a minaret tower. When entering the city, this is the first tower you'll want to climb. Synchronize at the top to locate the District's other View Points.

Area 02 \ River and Mosque Courtyard

Traffic: Light
Security: Light
Controlling Faction: Saracens
View Points: 1
Investigations: 0
Save Citizens: 2

This area is dominated by the river that winds from east to west and leads into the Rich District beyond. Between the river's two banks are numerous poles and boats on which to balance when you wish to secure Flags, and the low balcony over the river is perfect for throwing Guards over. The northern edge of this area presents excellent Free-stepping opportunities, while the Mosque and courtyard to the south provide good landmarks to remember when traversing this north-eastern part of the Poor District.



Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Key Landmarks

River



Map Sectors: I2-M1

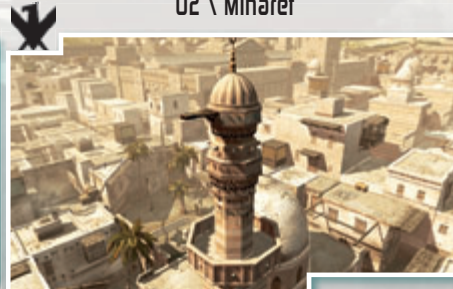
Mosque Courtyard



Map Sector: J4

View Points

02 \ Minaret



Map Sector: J3

Save Citizen Investigations

Save Woman



Map Sector: L3

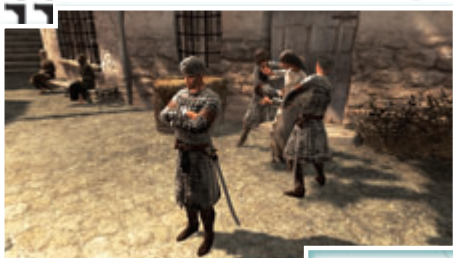
Initial Guards: 3

Vigilantes

Additional Guards: 0

Summoned: 4

Save Woman



Map Sector: I2

Initial Guards: 3

Vigilantes

Additional Guards: 2

Summoned: 5

Area 02 \ Maneuvering Advice

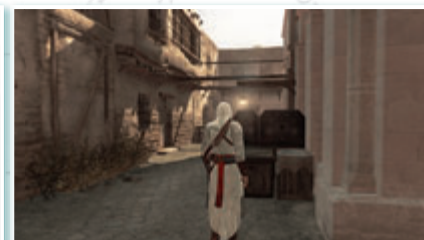


The narrow river is confined to a canal running along the northern wall. Walkways line both banks and are often frequented by Jar Carriers. Be careful when navigating this area, especially if you're being chased. If you fall into the

river, you're dead. Limit your Free-stepping here and, if necessary, lead your pursuers south where you have more opportunities to take cover in the narrow alleyways and on rooftops.



Using the boats and vertical posts, it's possible to Free-step down the river. However, one misstep and you're all wet! A Flag awaits in one of the boats.



In the alley on the northern side of the Mosque, Free-step east to navigate the series of horizontal beams and quickly reach rooftop level.

Area 03 \ Southwestern Alleyways and the Bureau



Traffic: Light

Security: Light

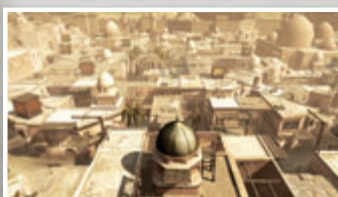
Controlling Faction: Saracens

View Points: 1

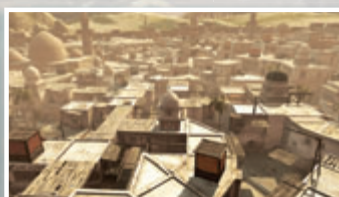
Investigations: 2

Save Citizens: 3

The southwestern part of the Poor District brushes up against the main road leading into the Rich District, just south of the Assassin's Bureau. The majority of this area is a maze of interconnecting alleyways, courtyards (with stages for orators to bellow their commentary), and various spires to climb. The alleys provide ample cover for Guards to rough up citizens, and you're usually better off prowling the rooftops to quickly reach other zones.



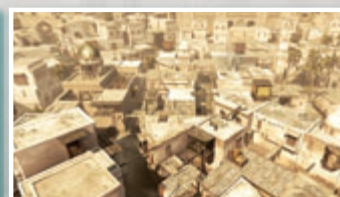
Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

Key Landmarks

Courtyard and Stage



Map Sector: K5

Assassin's Bureau



Map Sector: K7

View Points

03 \ Minaret



Map Sector: K5

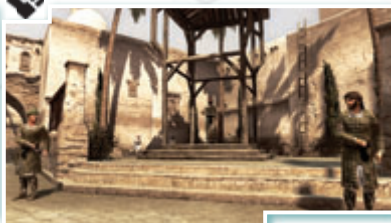
Memory Block 2 Data \ Investigations

Memory Strand 02 \ Eavesdropping



Map Sector: J4

Memory Strand 03 \ Interrogation



Map Sector: K5

Save Citizen Investigations

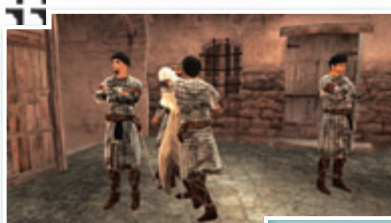
Save Woman



Map Sector: J5

Initial Guards: 3
Additional Guards: 1
Vigilantes Summoned: 4

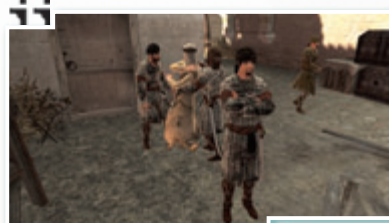
Save Woman



Map Sector: L5

Initial Guards: 4
Additional Guards: 0
Vigilantes Summoned: 4

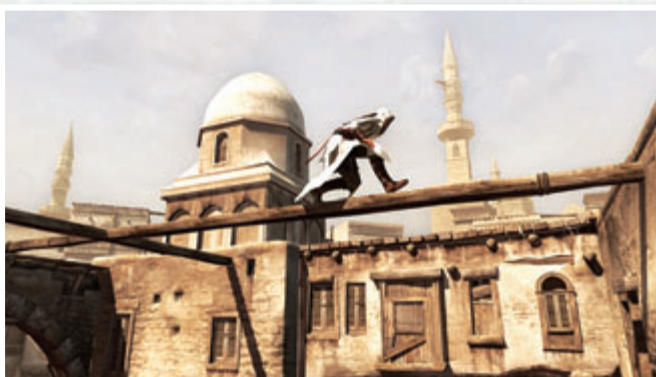
Save Woman



Map Sector: L6

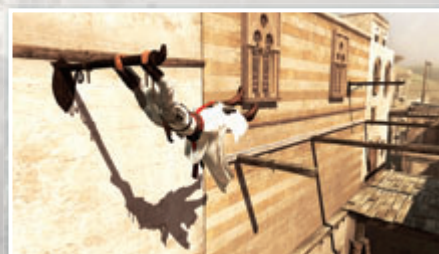
Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 4

Area 03 \ Maneuvering Advice



This section of the Poor District is relatively quiet. The cramped thoroughfares make for closely packed rooftops, and even where there are large gaps, there are usually beams you can use to cross. The rooftops, however, are fairly open with long sight lines, offering few opportunities to duck away from your pursuers. For this reason, you may have an easier time shaking Guards using the street-level alleyways and Benches. If you've saved the women here, escaping is even easier as the high concentration of Vigilantes will aid your escape.

Look for the dome structure and rooftop insignia to spot the Bureau. It can only be entered from the rooftop, but if you're being chased the rooftop entrance will remain closed until your pursuers stop their search.



A series of horizontal beams sticking out of this western wall (near the Rich District) allows you to Free-step north and south, covering a significant distance

in a short span of time. Any pursuers will be hard pressed to follow in your footsteps.

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Area 04 \ Pasha Mosque and Formal Gardens

Traffic: Moderate

Security: Light

Controlling Faction: Saracens

View Points: 3

Investigations: 1

Save Citizens: 0

This south-central zone features wider east-west thoroughfares connecting the different areas, plus the continuation of the main north-south road from the entrance gate toward the Middle District. But by far the most impressive feature of this area is the Pasha Mosque, resplendent with its four domes and ornate minaret. Be sure you learn the pathways in this area in preparation for an assault on the Souk in Area 06, when you engage the Assassination Target. For now, acclimate yourself to the heady mixture of market stalls and startling architecture.



Area 04 looking north



Area 04 looking east



Area 04 looking south

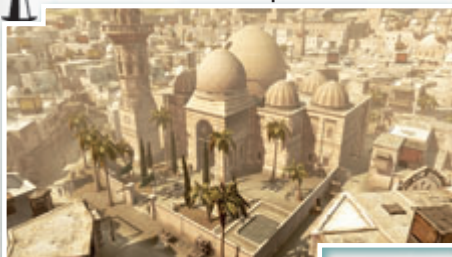


Area 04 looking west

Key Landmarks



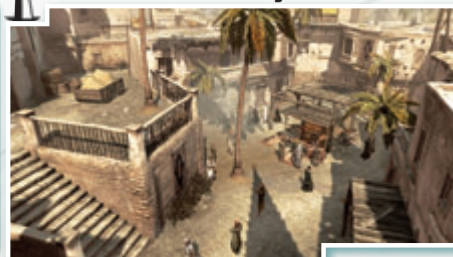
Pasha Mosque



Map Sector: M4



Market Courtyard

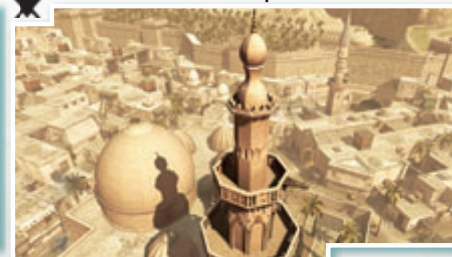


Map Sector: N6

View Points



04 \ Pasha Mosque Minaret



Map Sector: M4



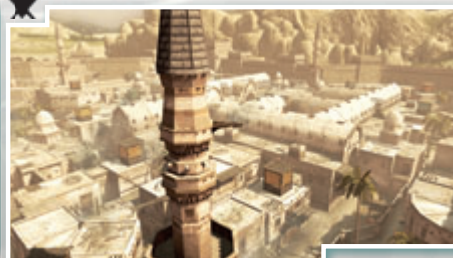
05 \ Minaret



Map Sector: M6



06 \ Minaret



Map Sector: O6



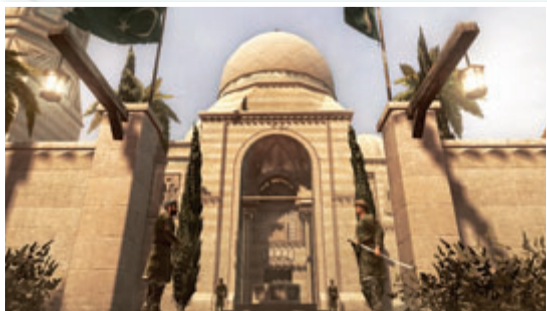
Memory Strand 04 \ Eavesdropping



Map Sector: N5

Memory Block 2 Data \ Investigations

Area 04 \ Maneuvering Advice



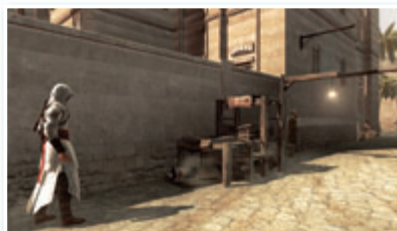
The Pasha Mosque is the key focal point, with its massive dome and accompanying minaret tower above the surrounding structures, making the

Mosque easy to see no matter where you are in the city. Use it to orient yourself when moving along the rooftops. The gardens on the east side of the Mosque are open to the public and can be accessed via the eastern gate. Be on your best behavior—four Guards are posted here, two by the gate and two at the Mosque's door.

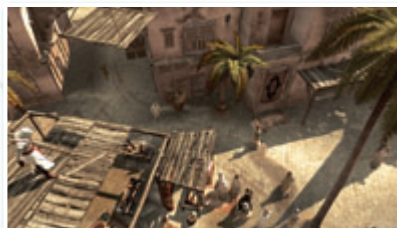


If you're being chased through the streets near the Mosque, try scaling the northern or southern walls to access the gardens. If you have enough

of a lead, the wall will break your pursuers' line of sight, allowing you to sit down on one of the various Benches in the garden to end the chase.



Free-step west along the street on the northern side of the Mosque, and use these horizontal beams to reach the wooden overhang on the northern building. From there it's just a short climb onto the rooftop.



A courtyard is located southeast of the Mosque (between the two southern View Points) where vendors have set up stalls and tables to sell their wares. This is the site of an Eaves-dropping Investigation. Located just south of the Souk, this area is often crowded and can be difficult to maneuver if you're in a rush. Therefore, it's best to stick to the rooftops.

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Area 05 \ Southeast Alleys and Madrasah

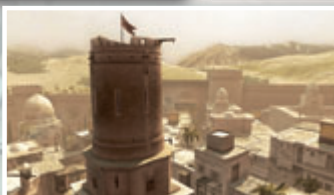


Traffic: Light
Security: Light
Controlling Faction: Saracens
View Points: 2
Investigations: 1
Save Citizens: 2

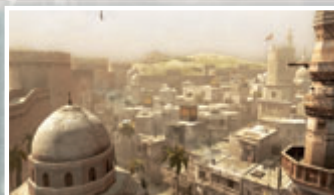
As most merchants are peddling their wares inside and around the main Souk in Area 06, this is more of a transitional zone. There are a couple of larger buildings surrounded by alleyways and the multilevel housing. A Madrasah has orators outside the doors. Many merchants go here to gossip without fear of being overheard by Tamir's Guards. An exit out of the city, back to the Kingdom, is also available if you wish to depart prior to finishing your Investigations.



Area 05 looking north



Area 05 looking east

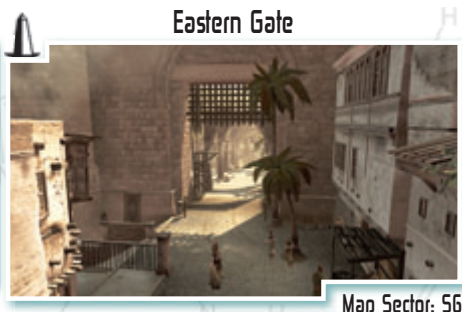


Area 05 looking south

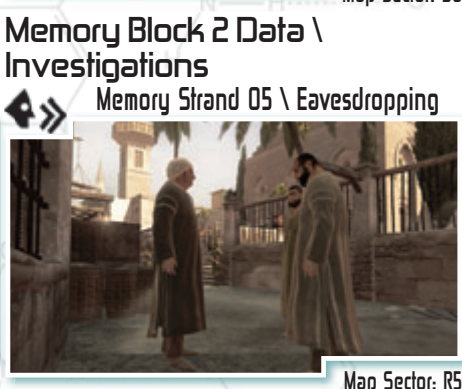
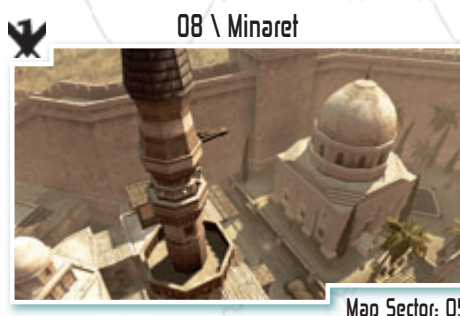


Area 05 looking west

Key Landmarks



View Points



Save Citizen Investigations



Area 05 \ Maneuvering Advice

South of the Madrasah is the city's eastern gate. Exiting here will automatically take you to the Kingdom. If you wish to explore the city's outskirts, use the city's main gate in Area 01 instead.



Due to the length of the alleyways in this area, it can be difficult to break your pursuer's line of sight. Instead of looking for an available Bench, take to the rooftops and rely on Roof Gardens to end the chase.

Lying at the center of the area is a large tower which serves as one of the District's View Points. Unlike the other towers in the District, this one is occupied by a lone Archer—remember this before you reach the top. The Archer can be thrown off the side; aim for the broken rim to the west and he'll tumble over.



Initial Guards: 3
Additional Guards: 1

Vigilantes
Summoned: 3



Initial Guards: 3
Additional Guards: 4

Vigilantes
Summoned: 6

Area 06 \ Souk Market and Gathering Courtyard

Traffic: Heavy
Security: Light
Controlling Faction: Saracens
View Points: 1
Investigations: 2
Save Citizens: 4

The most dominating feature of this District is the large, covered market known as a Souk. A ceremonial courtyard exists at the northeastern exit, near the perimeter wall, and has good access to all nearby areas. It is the Souk itself, with its rooftop Guards, roof entrance, and your ability to Free-step across the interior rafters, that should entertain you during your explorations. Just be sure you work out the optimal path back to the Assassin's Bureau, as this courtyard is where Tamir must be dispatched.



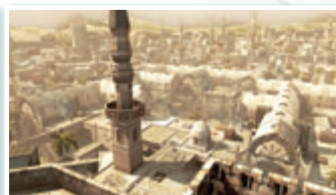
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Area 06 looking north



Area 06 looking east



Area 06 looking south



Area 06 looking west

Key Landmarks



Souk

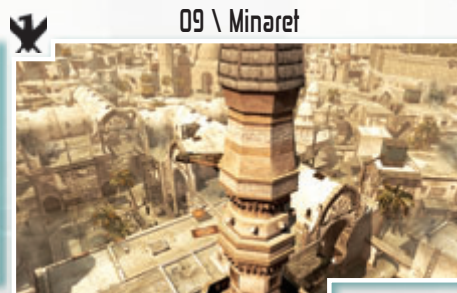
Map Sector: P4



Gathering Courtyard

Map Sector: Q3

View Points



09 \ Minaret

Map Sector: P3

Memory Block 2 Data \ Investigations



Memory Strand 06 \ Pickpocketing

Map Sector: Q4



Memory Strand 08 \ Assassination \ Tamir

Map Sector: P4

Save Citizen Investigations



Save Woman

Map Sector: P5

Initial Guards: 4
Additional Guards: 2

Vigilantes
Summoned: 5

Save Citizen Investigations (continued)



Initial Guards: 4
Additional Guards: 0
Vigilantes Summoned: 6



Initial Guards: 4
Additional Guards: 0
Vigilantes Summoned: 5



Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 4

Area 06 \ Maneuvering Advice



Guards are posted throughout the corridors. To avoid the crowds and Guards, Free-step across the horizontal beams and candelabras above.

You can't scale the arched rooftops of the Souk. Instead, look for scaffolding along the sides to reach the peak of each rooftop section. Stay in the center of the roofs to avoid sliding off the sides.



In the center of the Souk is an open-air courtyard with a fountain and latticework shade structure. This courtyard is the site of the District's Assassination Target. Expect to encounter large crowds in this area, including Beggars. A second courtyard is located to the northeast, near the city wall. A Pickpocket Investigation occurs there.



Complete all Save Citizen Investigations in this area before attempting to Assassinate Tamir. The Vigilantes summoned by saving the four women are a huge help when making your escape.

Additional Memories \ Templars



This Crusader stands guard with his back to the wall, beneath a low awning. Approach from the alley and he recognizes you right away. Instead, climb to the roof and Drop onto the awning above him. Drop off the northern end and you'll be standing right next to him. He won't notice you, so you're free to dispatch him any way you choose.



Approach this Templar from the south and you'll be able to run in and perform a High Profile assassination.



Approach this Templar from the southwest. Hug the northern wall of the alley and he won't notice you, even when you're standing right next to him.

Additional Memories \ Saracen Flags (33)



All Saracen Flags in the Poor District are collectible by Memory Block 2.



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Flag Checklist

✓	Flag #	Description	✓	Flag #	Description
<input type="checkbox"/>	1	In a boat floating in the canal	<input type="checkbox"/>	17	In the rafters of the roofed corridor
<input type="checkbox"/>	2	On a beam jutting out from the high city wall	<input type="checkbox"/>	18	On a second-floor walkway, above a Bench
<input type="checkbox"/>	3	On a boat where the canal enters the city	<input type="checkbox"/>	19	Scale the tall pole
<input type="checkbox"/>	4	On top of a small, second-story gazebo, south of the road as you enter Damascus	<input type="checkbox"/>	20	On the ground
<input type="checkbox"/>	5	On the roof of the domed Mosque	<input type="checkbox"/>	21	On the roof
<input type="checkbox"/>	6	On the ground in a small alley	<input type="checkbox"/>	22	On the roof above the covered market square
<input type="checkbox"/>	7	At the top of a small flight of stairs	<input type="checkbox"/>	23	At eye level just east and a bit south of the Assassin's Bureau
<input type="checkbox"/>	8	On the elevated walkway that connects buildings on either side of the canal	<input type="checkbox"/>	24	In plain view within a small, shaded alcove, just south of the alley
<input type="checkbox"/>	9	On the roof of the narrow merchants' alley	<input type="checkbox"/>	25	On a wooden awning; traverse an elevated beam to reach it
<input type="checkbox"/>	10	In a small garden courtyard just east of the road	<input type="checkbox"/>	26	In a small alleyway just north of the stairs on the main thoroughfare
<input type="checkbox"/>	11	On the roof	<input type="checkbox"/>	27	In plain sight on a short wall that divides a stairwell
<input type="checkbox"/>	12	On the second story	<input type="checkbox"/>	28	On an elevated path that runs adjacent to the main road
<input type="checkbox"/>	13	On the ground in the center of a small alleyway	<input type="checkbox"/>	29	Scale the walls of the Mosque to reach the Flag that sits on its roof
<input type="checkbox"/>	14	On the ground, but concealed on all sides by a high wall	<input type="checkbox"/>	30	Above the alley on a small, wooden awning
<input type="checkbox"/>	15	On the ground in a small alley	<input type="checkbox"/>	31	On the first-floor roof between two two-story buildings
<input type="checkbox"/>	16	On the second story, against the curved roof of the adjacent corridor	<input type="checkbox"/>	32	On the ground
			<input type="checkbox"/>	33	Just above the stairs

Place of Interest 04 \ Damascus \ Middle District

Overview \ The Middle District

The southeastern part of Damascus is visited last. It features many places of learning. That is, until the arrival of The Illuminated, who seek to burn all books, deeming them heretical. The District is marked by a number of Mosques and a gate in the southwest that allows for quick escape to the Kingdom. The central feature in this area is Jubair Al Hakim's Madrasah, a large academy where knowledge

is quashed. The city's east side is tight to navigate, but features a large Mosque and a Hospital in the far southeastern corner. Citizens mingle with Scholars, while an increased Guard presences keeps you on your toes.

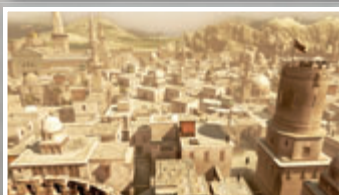


Area 01 \ Southern Gate and Mosque



Traffic: Light
Security: Moderate
Controlling Faction: Saracens
View Points: 2
Investigations: 2
Save Citizens: 4

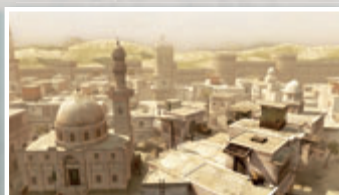
It is a light jaunt from the Assassin's Bureau, across the east-west road that leads to the Rich District, to this western portion of the District. Two large structures dominate the skyline: a Mosque and surrounding courtyard, and a large Guard Tower that provides excellent views of the entire District. Be sure to check out the large courtyard near the exit gate, too.



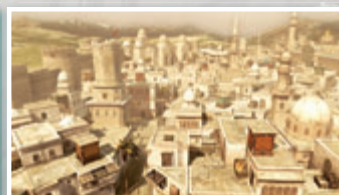
Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Key Landmarks

Southern Gate



Map Sector: 100

Mosque



Map Sector: K8

View Points

01 \ Minaret



Map Sector: K8

Memory Block 5 Data \ Investigations

02 \ Guard Tower



Map Sector: K9

Memory Strand 01 \ Pickpocket



Map Sector: J9

Memory Strand 05 \ Informer



Map Sector: J10

Targets: 3

Time Limit: 3 Minutes

Save Citizen Investigations

Save Woman



Map Sector: K8

Initial Guards: 3

Vigilantes

Additional Guards: 3

Summoned: 4

Save Woman



Map Sector: L7

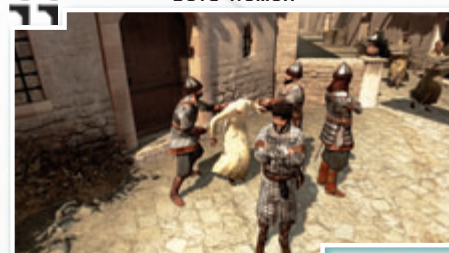
Initial Guards: 4

Vigilantes

Additional Guards: 3

Summoned: 4

Save Woman



Map Sector: K10

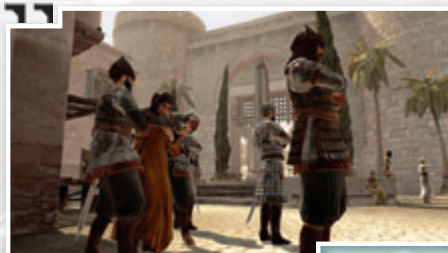
Initial Guards: 4

Vigilantes

Additional Guards: 1

Summoned: 4

Save Woman



Map Sector: I9

Initial Guards: 5

Vigilantes

Additional Guards: 5

Summoned: 6

Area 01 \ Maneuvering Advice



have been summoned. No matter how much heat you've generated, this is a good place to lose your pursuers. Just steer clear of the Mosque and gate to avoid picking up new tails.

The Mosque and southern gate are the two major landmarks; the rest of the area is comprised of narrow streets and residential tenements. Due to the Archers on the rooftops, stay at street level. The streets are even more welcoming once all the Vigilantes in the area

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There are several enclosed courtyards in this District. These can be useful hiding spots if you're being chased. Either duck

inside from the street or Drop through the roof before taking a seat on the Bench. Later on, these courtyards play a crucial role in your Target Investigation.



The Guard Tower (map sector K9) and surrounding rooftops are watched by Archers. Clear the rooftops before scaling the tower. The

tower itself is guarded by two Archers, so be ready for action when you reach the top.

Area 02 \ Jubair's Madrasah

Traffic: Moderate

Security: Heavy

Controlling Faction: Saracens

View Points: 2

Investigations: 3

Save Citizens: 2

Judge where you are compared to Jubair's Madrasah, the largest structure in the District. This area, and the steps and formal grounds to the east, are in stark contrast to the close and looming alleyways to the south and the lower alleyways and smaller courtyards to the north, on the edge of the Poor District. This area also has a number of exterior garden locations, where smoldering piles of literature can be seen.



Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

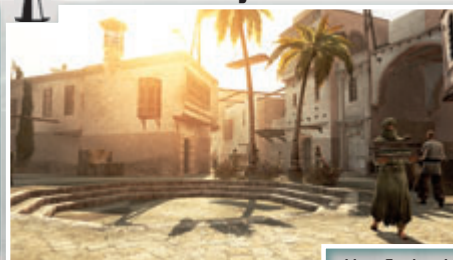
Key Landmarks

Jubair's Madrasah (Academy)



Map Sector: N8

Courtyard



Map Sector: L9

Reflecting Pool and Market



Map Sector: M7

View Points

03 \ Minaret



Map Sector: M10

04 \ Minaret



Map Sector: M8

Memory Block 5 Data \ Investigations

Memory Strand 03 \ Interrogation



Map Sector: N8

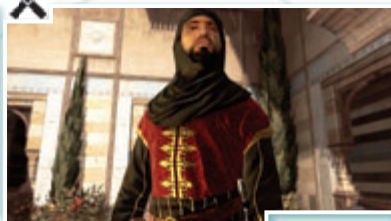
Save Citizen Investigations

Memory Strand 04 \ Informer



Map Sector: M7

Memory Strand 08 \ Assassination \ Jubair Al Hakim



Map Sector: M8

Save Woman



Map Sector: L9

Targets: 5
Time Limit: 5 Minutes

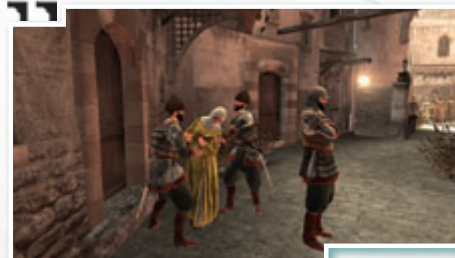
Initial Guards: 5
Additional Guards: 3
Vigilantes Summoned: 4

Area 02 \ Maneuvering Advice



Most traffic here is centered around Jubair's Madrasah. This is also where security is the tightest, with Guards posted at the Madrasah's entrances, Archers on the rooftops, and Saracen patrols pacing the grounds. When you aren't conducting Investigations, keep your distance. The streets and alleys to the south are much less congested.

Save Woman



Map Sector: N9

Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 5



If you need Throwing Knives, head to Jubair's Madrasah. Several Courageous Citizens patrol the streets and alleys around this building.



The courtyard at map sector L9 is a high-traffic hub frequented by citizens and Guards. If you choose to save the woman here, be prepared for a big fight as reinforcements trickle in from the side streets and alleyways.

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Area 03 \ Main Mosque and Hospital



Traffic: Moderate
Security: Heavy
Controlling Faction: Saracens
View Points: 3
Investigations: 2
Save Citizens: 2

With a similar look to the Pasha Mosque of the Poor District (Area 04), this Mosque has gardens to prowl and a number of tight corners to navigate in the surrounding alleyways. One of the exterior courtyards is attached to a building where Jubair's wife lives. Otherwise, expect a number of narrow alleys, many Archers patrolling the rooftops, and a small Hospital bustling with the poor. Exercise patience when dealing with citizens in this area, as the Guard Patrols are already Suspicious.



Area 03 looking north



Area 03 looking east



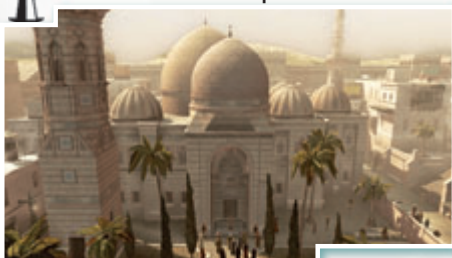
Area 03 looking south



Area 03 looking west

Key Landmarks

Main Mosque



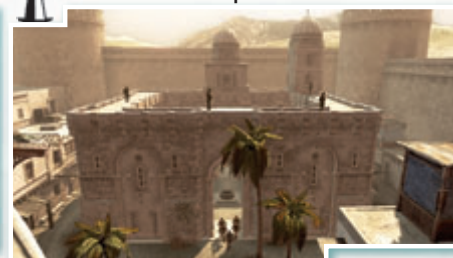
Map Sector: 08

Jubair's Wife's Courtyard



Map Sector: P9

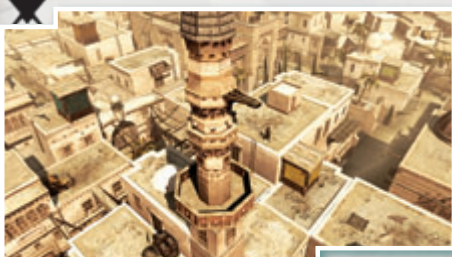
Hospital



Map Sector: R7

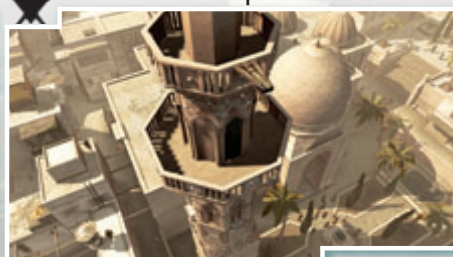
View Points

05 \ Minaret



Map Sector: 09

06 \ Main Mosque's Minaret



Map Sector: P8

07 \ Hospital Tower



Map Sector: R8

Memory Block 5 Data \ Investigations

Memory Strand 02 \ Eavesdropping



Map Sector: R8

Memory Strand 06 \ Pickpocket



Map Sector: O8

Save Citizen Investigations

Save Woman



Map Sector: O10

Initial Guards: 5

Vigilantes

Additional Guards: 0

Summoned: 4

Save Woman



Map Sector: P9

Initial Guards: 5

Vigilantes

Additional Guards: 0

Summoned: 5

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Area 03 \ Maneuvering Advice



The street running along the city's southern wall is a good route; particularly if you seek to avoid the congestion of citizens and Guards around the main Mosque to the north. This is also a good place to lose pursuers, assuming you've saved the women along this road and they've summoned Vigilantes. This same street runs through the other areas, too, from the Hospital to the southern gate.

The Hospital courtyard is filled with Beggars. Brush past them gently to avoid alerting the Guards.



Additional Memories \ Templars



Approach this Templar from the east end of the alley to exploit his blind side. This is an easy assassination.



This Templar stands on the roof and several Guards patrol nearby. If you're quick, you can dispatch the Templar without the Guards noticing. Climb to the wooden roof of the building that is directly west of the Templar. When the Guard on the southern rooftop turns his back, quickly cross the support beam to the building behind



Watch yourself in the main Mosque's northern gardens. The Trouble Makers here will push you around, possibly knocking you into other citizens or Guards.

the Templar. Drop down to the Templar's left and he won't notice you. Assassinate him and exit.



If you cross in front of the entrance to the courtyard where the Templar stands, you'll be noticed. Instead, climb onto the wooden awning that hangs to the north of the Templar, hug the wall, and Drop down just behind his left shoulder.

Additional Memories \ Saracen Flags (34)



Note All Saracen Flags in the Middle District are collectible by Memory Block 5.



Flag Checklist

✓	Flag #	Description
<input type="checkbox"/>	1	In a small atrium north of the path
<input type="checkbox"/>	2	Ascend the long ladder to the roof and then climb down the smaller ladder to the northeast
<input type="checkbox"/>	3	Atop a hanging platform
<input type="checkbox"/>	4	In a small alcove south of the main path
<input type="checkbox"/>	5	On the roof of the one-story section of the building
<input type="checkbox"/>	6	On an awning, high upon the outer wall of the Mosque
<input type="checkbox"/>	7	On a one-story roof, well concealed on three sides by higher walls
<input type="checkbox"/>	8	On ground level and out in the open
<input type="checkbox"/>	9	On the floor of a two-story walkway
<input type="checkbox"/>	10	On support beams that crisscross the roof
<input type="checkbox"/>	11	High atop an awning, across from the outer wall; scale the inside of the western wall
<input type="checkbox"/>	12	On the roof, obscured by a pile of crates
<input type="checkbox"/>	13	In an atrium located east of the road
<input type="checkbox"/>	14	On the cobblestones, obscured by a tall wall

✓	Flag #	Description
<input type="checkbox"/>	15	On the first floor of the cloister in the southwest corner of the Mosque
<input type="checkbox"/>	16	On the roof of the three-story building
<input type="checkbox"/>	17	On the roof, in the center of four domes
<input type="checkbox"/>	18	Within a small, walled courtyard on the ground level
<input type="checkbox"/>	19	Just inside the outer wall, on the roof of a two-story building
<input type="checkbox"/>	20	On a wood Balcony on the west side of the building, climb the ladders to the roof and then Drop down
<input type="checkbox"/>	21	In a small atrium
<input type="checkbox"/>	22	On the rooftop
<input type="checkbox"/>	23	On the landing above several stairs that sit on the main road
<input type="checkbox"/>	24	Scale the wooden scaffolding to reach this Flag
<input type="checkbox"/>	25	On the roof, atop a small shed
<input type="checkbox"/>	26	In a small courtyard just off the main road
<input type="checkbox"/>	27	On the first-floor roof in the northeast corner of the building
<input type="checkbox"/>	28	On the roof of a two-story building
<input type="checkbox"/>	29	Atop an ornamental tower that adorns a large entry arch
<input type="checkbox"/>	30	In a small, ground-level atrium
<input type="checkbox"/>	31	On the roof, in the shadow of a pile of boxes
<input type="checkbox"/>	32	On the ground near a short wall that divides the alley
<input type="checkbox"/>	33	On the roof of a small building that sits against the high outer wall

Place of Interest 05 \ Damascus \ Rich District

Overview \ The Rich District

Almost half the city in size, the Rich District features many of the landmarks that have caused so many to flock to Damascus. The increased Guard presence more than hampers your chances of remaining undetected for long, especially on the rooftops. The further north and west you are from the Bureau, the more Guards you encounter. The partially rebuilt Citadel of Saladin is a key fortification that requires careful planning to infiltrate. The same can be said for the Souk, Omayyad Mosque, Palace, and the continuation of the river that cuts this District in two.



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Area 01 \ Merchant King's Palace Grounds

Traffic: Light

Security: Moderate

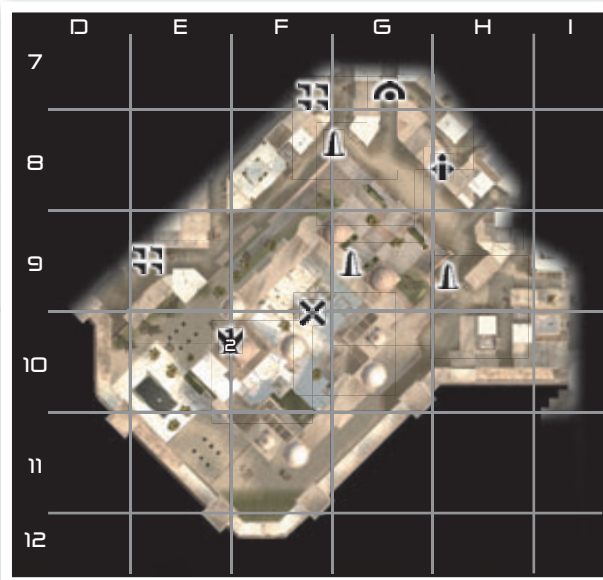
Controlling Faction: Saracens

View Points: 1

Investigations: 2

Save Citizens: 3

Abu'l Nuqoud may be a merchant, but he lives like a king in the southern part of this District. You can follow the main thoroughfare from the Bureau to get here, or stay on the rooftops and slay Guards with Throwing Knives. The Palace itself requires you to scale a fence, but the interior is only lightly guarded when the Merchant King isn't holding one of his lavish (and not to mention insidious) parties. The grandeur of the Palace contrasts with the narrow alleys linking this area to the northern Souk.



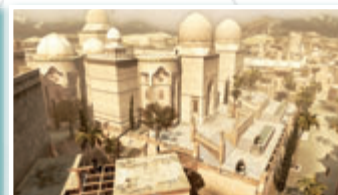
Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Key Landmarks



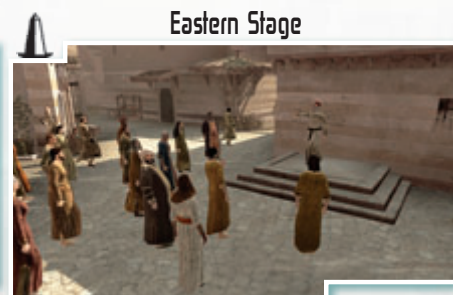
Merchant King's Palace

Map Sector: G9



Western Stage

Map Sector: G8



Eastern Stage

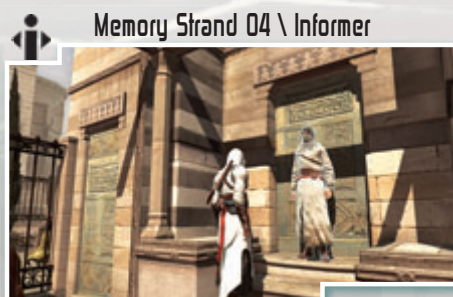
Map Sector: H9

View Points



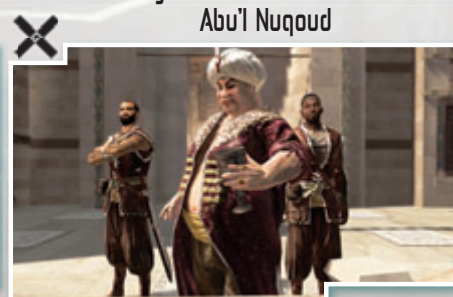
02 \ Palace Roof

Map Sector: E10



Memory Strand 04 \ Informer

Map Sector: H8



Memory Strand 08 \ Assassination \
Abu'l Nuqoud

Map Sector: F9

Memory Block 4 Data \ Investigations

Targets: 2

Time Limit: 3 Minutes

Save Citizen Investigations



Save Woman

Map Sector: E9

Initial Guards: 4
Additional Guards: 0
Vigilantes Summoned: 4



Save Woman

Map Sector: F7

Initial Guards: 4
Additional Guards: 0
Vigilantes Summoned: 4

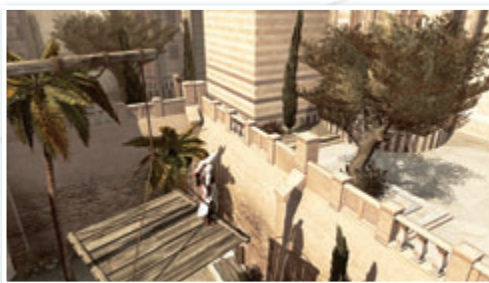


Save Scholar

Map Sector: G7

Initial Guards: 5
Additional Guards: 0
Scholars Summoned: 4

Area 01 \ Maneuvering Advice

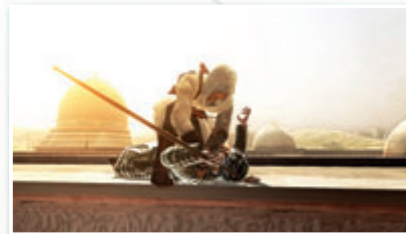


The Merchant King's Palace is the dominant feature of this area. Despite its grandeur, this area is relatively quiet with only sparse foot traffic on the street running in front of the Palace. The Palace itself is always heavily guarded, but there are multiple ways to gain entry. Suspended wooden platforms above the streets to the northeast and southwest are good ways to clear the tall perimeter wall, but you may have to evade or eliminate the Archers on the nearby rooftops.

A Templar is located in the dead-end alley on the eastern side of the Palace. He's facing northwest, looking at the Palace. Blindside him from the north for an easy assassination.



The Archers on the Palace roof are spaced far apart from one another. This makes it relatively easy to eliminate them one at a time. Study their patrols and use the towers to hide if necessary.



Area 02 \ Sarouja Souk Market Quarter



Traffic: Moderate
Security: Moderate
Controlling Faction: Saracens
View Points: 3
Investigations: 1
Save Citizens: 2

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Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Sarouja Souk is the largest indoor market in the Holy Land. It is split into two separate structures that run from east to west. Enter the Souk via the main east-west road that links the north-south thoroughfare in the Poor District, passing through the arched gate so you know you're in the Rich District. The rooftops of the Souk have Guards patrolling, so beware. To the west is a gate allowing access back into the Kingdom, and the northwest section has alleys, rooftops of varying heights, and a dangerous river. Jump the river to and from Area 05 with extreme care.

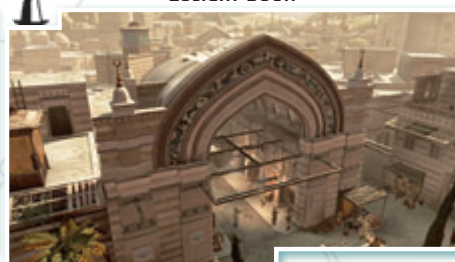
Key Landmarks

Western Souk



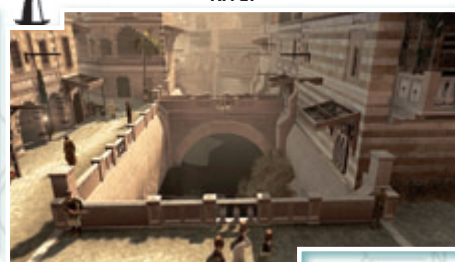
Map Sectors: D8-F7

Eastern Souk



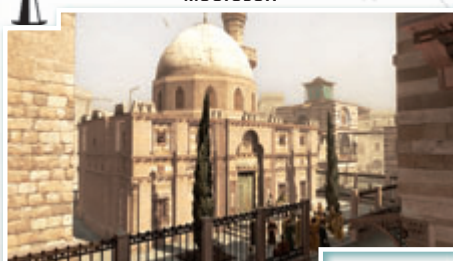
Map Sectors: G7-H7

River



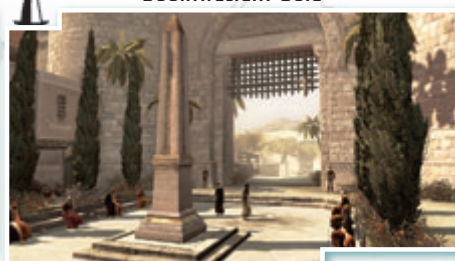
Map Sectors: B7-E5

Madrasah



Map Sector: C7

Southwestern Gate



Map Sector: C9

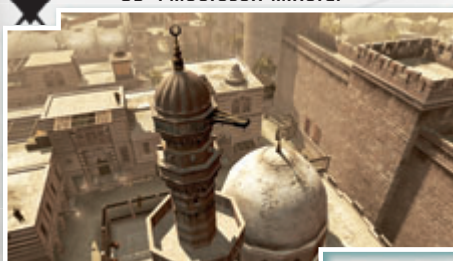
View Points

01 \ Minaret



Map Sector: I8

09 \ Madrasah Minaret



Map Sector: C7

10 \ Guard Tower



Map Sector: E7

Memory Block 4 Data \ Investigations

Memory Strand 03 \ Pickpocket



Map Sector: D8

Save Citizen Investigations

Save Woman



Map Sector: C8

Initial Guards: 3
Additional Guards: 2
Vigilantes Summoned: 4

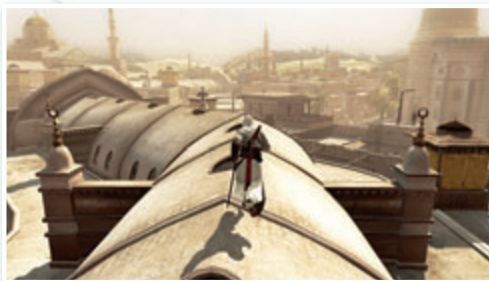
Save Woman



Map Sector: I7

Initial Guards: 3
Additional Guards: 4
Vigilantes Summoned: 4

Area 02 \ Maneuvering Advice

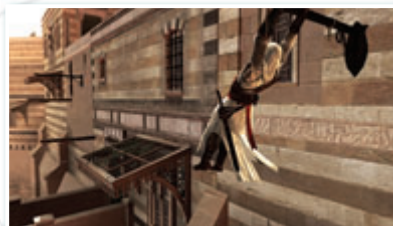


The two massive Souks are filled with Beggars, merchants, Guards, and citizens carrying crates and jars. This can be difficult to maneuver in, especially if you're in a hurry. Since the area is relatively light on Archers, consider moving along the Souk rooftops. These arched rooftops are the quickest way to move around the southern side of the District. There are a handful of Archers on the surrounding rooftops, but as long as you keep your distance, they won't bother you.



efficient than using the Souk rooftops, though.

There is no walkway along the eastern side of the river. Instead, Free-step along the beams and awnings lining the buildings, especially if you're being chased. Any pursuers will have a difficult time following, and some may even fall into the river below.



As in the Poor District, you can Free-step along the wooden beams suspended above the Souks in this area; a good way to avoid the Guards and Beggars below. This is still less

Area 03 \ Omayyad Mosque and Grand Courtyard



Traffic: Heavy

Security: Moderate

Controlling Faction: Saracens

View Points: 3

Investigations: 1

Save Citizens: 1

Dominating the District and the Damascus skyline itself is the gigantic Omayyad Mosque. The building features a spectacular gold dome and three minaret spires, the tallest of which is the highest point in the city. Access the roof via an arch at the northeastern corner, Leap to handholds along the southern edge, or enter the Mosque from the east and climb an interior column. Just north of the Mosque is a large courtyard filled with shouts, hustle, and bustle.



Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

Key Landmarks

Omayyad Mosque



Map Sectors: G5-16

Courtyard



Map Sector: H4

View Points

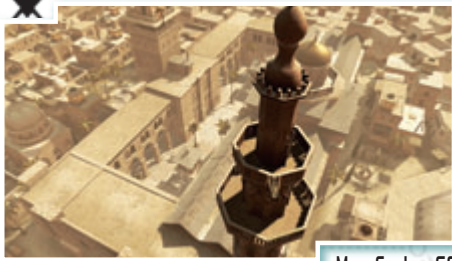
03 \ Omayyad Mosque Minaret (Southeast)



Map Sector: 16

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04 \ Omayyad Mosque Minaret (Southwest)



Map Sector: G6

05 \ Omayyad Mosque Minaret (North)



Map Sector: H5

Memory Block 4 Data \ Investigations

Memory Strand 02 \ Eavesdropping



Map Sector: H4

Save Citizen Investigations

Save Woman



Map Sector: F5

Initial Guards: 4

Vigilantes

Additional Guards: 1

Summoned: 5

Area 03 \ Maneuvering Advice



Three of the District's View Points are located here at the Omayyad Mosque in the form of three massive minarets, two on the south side and one on the north. Approach the Mosque from the south, Leaping across one of the neighboring rooftops to start your ascent. Reach the rooftop first, then attack each tower one at a time. Use the towers themselves to mask your movements from the Archers on nearby rooftops. But don't get too paranoid—once you've climbed above their eye level, they won't notice you.



In the alley on the eastern side of the Mosque, Free-step north and use the horizontal beams to travel above the alleyway. By the time you reach the intersection to the north, you can Jump over to a rooftop. This is a quick way to move from the streets to the rooftops.

A volatile mix of Trouble Makers and Jar Carriers are located in the courtyard north of the Mosque. Keep your distance from the Trouble Makers to avoid getting shoved into the Jar Carriers.



Area 04 \ River and Merchant Quarter



Traffic: Moderate

Security: Light

Controlling Faction:
Saracens

View Points: 1

Investigations: 1

Save Citizens: 1

An area not often traversed (except to reach a more impressive destination), the main interest here is the river, which continues from the eastern Poor District and is forced to the southwest via a canal. Throwing Guards over

the side into the water is an excellent plan, but take care with your Free-stepping so you don't end up there yourself. There are a number of very narrow corridors in buildings to the north, and some contain small interior courtyards with Benches; an excellent way to lose pursuers.



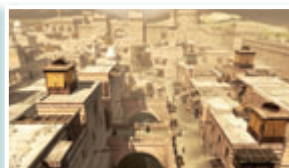
Area 04 looking north



Area 04 looking east

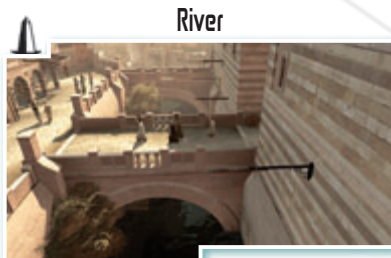


Area 04 looking south



Area 04 looking west

Key Landmarks



River

Map Sectors: F5-I2



Riverfront Market

Map Sectors: F3-H2



06 \ Minaret

Map Sector: F2

Memory Block 4 Data \ Investigations

Memory Strand 05 \ Eavesdropping



Map Sector: F3

Save Citizen Investigations

Save Woman



Map Sector: H2

Initial Guards: 3

Vigilantes

Additional Guards: 3

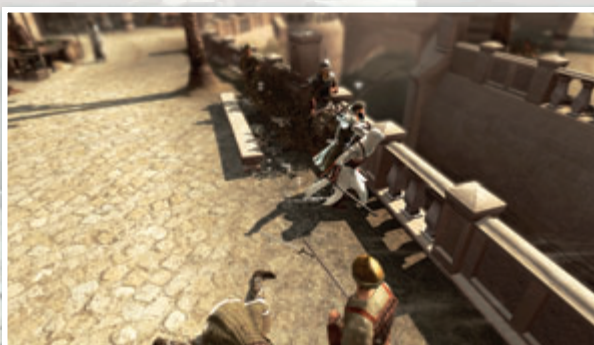
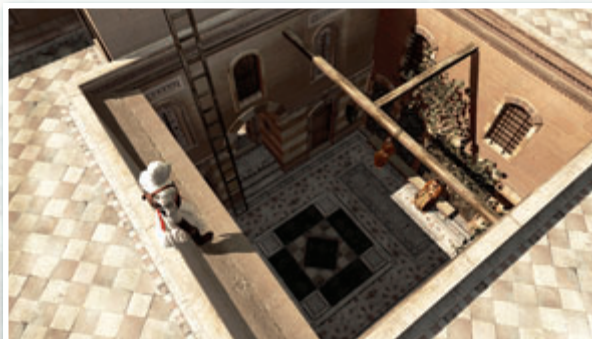
Summoned: 4

Area 04 \ Maneuvering Advice



The major streets in this area conform to the contour of the river. Traffic is heaviest on the northern bank where merchants have set up stalls. As a result, there are plenty of citizens carrying goods here, not to mention a few Trouble Makers in the side alleyways. A continuity of buildings and a lack of Archers make the rooftops a better alternative for traversing this area.

If you're being chased across rooftops, look for these Roof Gardens in the center of residential buildings (the one pictured is located at map sector G2). Drop down through the atrium and sit on the Bench to lose your pursuers.



The river is a fast way to dispose of your enemies. Instead of showing off your swordplay, simply Throw them over the railing and listen for a splash.

Area 05 \ Salah al-Din's Citadel and Courtyard

Traffic: Moderate

Security: Heavy

Controlling Faction: Saracens

View Points: 2

Investigations: 2

Save Citizens: 3

Military installations dominate this area of town. If you're working your way up from Area 02 or across from Area 04, prepare for more rooftop Guards than you've encountered before, plus a heavy Guard presence at the Citadel itself. There are three ways to enter the Citadel, choose either the Guard Posts to the east and south or a crumbling wall on the south side. An interior keep can be explored once inside. The rest of the area houses a few minarets and courtyards, and routes to the river.



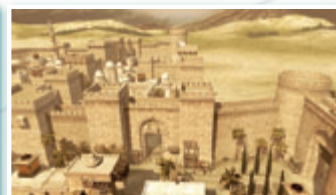
Area 05 looking north



Area 05 looking east



Area 05 looking south



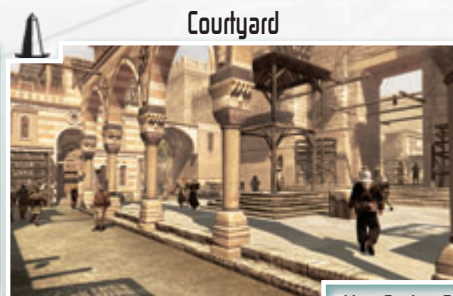
Area 05 looking west

Key Landmarks



Citadel

Map Sectors: D4



Courtyard

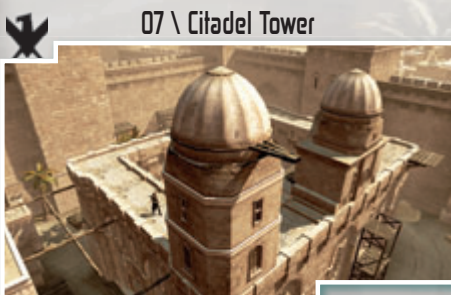
Map Sector: B5



Northwestern Gate

Map Sector: E2

View Points



07 \ Citadel Tower

Map Sector: D4



08 \ Minaret

Map Sector: B5

Memory Block 4 Data \ Investigations



Memory Strand 01 \ Interrogation

Map Sector: B5

Save Citizen Investigations



Memory Strand 06 \ Informer



Map Sector: D4

Flags: 20

Time Limit: 3 Minutes



Save Scholar



Map Sector: F2

Initial Guards: 5

Scholars

Additional Guards: 1

Summoned: 4



Save Scholar



Map Sector: B5

Initial Guards: 4

Scholars

Additional Guards: 0

Summoned: 4



Save Woman



Map Sector: D6

Initial Guards: 4

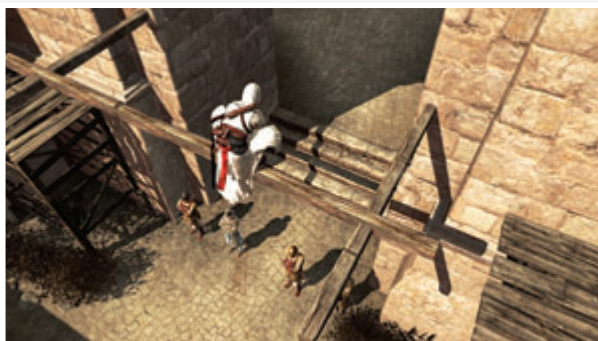
Vigilantes

Additional Guards: 4

Summoned: 4

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Area 05 \ Maneuvering Advice



The combination of Salah al-Din's Citadel and the northwest gate make this the highest security area in the city. Expect to encounter Guard Posts, Guard Patrols, and plenty of rooftop Archers. It's best to utilize the summoned Scholars to gain entry onto the Citadel grounds, but it's not the only way. The Guard Posts at the southern and western entrances can be bypassed by moving across the wooden beams above the Guards' heads.



A large concentration of Courageous Citizens can be found in the courtyard at map sector B5.

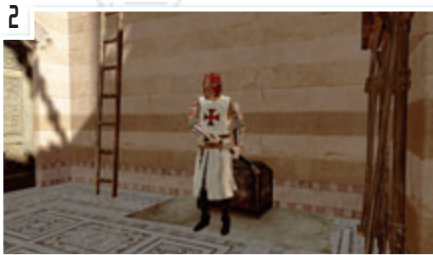


The alleys in map sector D5 are frequented by Trouble Makers. Feel free to Tackle or Throw them out of your way. There are no Guards or other citizens in these alleys, so you don't have to worry.

Additional Memories \ Templars



Many Guards patrol this area, but the Templar will pose no problem if you stay close to the wall and approach him from the south.



You won't be able to avoid a confrontation here. If you prefer to fight a Guard, climb to the roof north of the Templar. Most likely, the rooftop Guard will see you. Throw him off the building and then descend the long ladder that leads to the atrium where the Templar stands. Turn and finish the Templar quickly and quietly. Or, simply confront the Templar by walking through the atrium entrance.



This Templar faces northwest. Sneak up from the east and he'll never notice your approach.



Make this Templar pay for his poor positioning by sneaking up on him from the north. If you hug the wall, he won't notice you until it's too late.

Additional Memories \ Saracen Flags (33)



All Saracen Flags in the Rich District are collectible by Memory Block 4.

Flag Checklist

✓	Flag #	Description
<input type="checkbox"/>	1	On the ground floor in the northwest corner of the building
<input type="checkbox"/>	2	High above the road on a hanging platform
<input type="checkbox"/>	3	Out in the open, on the building rooftop
<input type="checkbox"/>	4	Scale the northeast wall of this building to reach the Flag in the second-floor courtyard
<input type="checkbox"/>	5	On an awning attached to the inside of the keep wall
<input type="checkbox"/>	6	On the rafters above four Guards
<input type="checkbox"/>	7	In a narrow alley
<input type="checkbox"/>	8	On the rooftop
<input type="checkbox"/>	9	On an awning over the canal
<input type="checkbox"/>	10	Climb the side of this domed building to reach the Flag on the roof
<input type="checkbox"/>	11	Atop the highest of three adjacent pillars
<input type="checkbox"/>	12	In an alleyway between two flights of stairs
<input type="checkbox"/>	13	In a small atrium just off the main path
<input type="checkbox"/>	14	In a walled courtyard on the roof
<input type="checkbox"/>	15	In a small atrium off the main path
<input type="checkbox"/>	16	At the end of a small bridge, accessible on foot from the east side of the canal
<input type="checkbox"/>	17	At street level near a carpet vendor's cart
<input type="checkbox"/>	18	At the rear of the Mosque courtyard on the second arcade level
<input type="checkbox"/>	19	Just in front of the golden dome of the Mosque, high above the street
<input type="checkbox"/>	20	At the base of two palm trees
<input type="checkbox"/>	21	Just above a doorway, on an elevated beam
<input type="checkbox"/>	22	On the ground behind a tall palm tree
<input type="checkbox"/>	23	On the pointed roof of the merchants' hall
<input type="checkbox"/>	24	In a small courtyard
<input type="checkbox"/>	25	In a third-floor, walled courtyard
<input type="checkbox"/>	26	In the rafters above the merchants' hall
<input type="checkbox"/>	27	In a small ground-floor alcove
<input type="checkbox"/>	28	On the roof of a three-story structure
<input type="checkbox"/>	29	On the ground, in a small alcove
<input type="checkbox"/>	30	Scale the wall to reach the second-floor courtyard
<input type="checkbox"/>	31	On an elevated platform (above standing water) in the Mosque courtyard
<input type="checkbox"/>	32	Between two domes on the outer wall of the Mosque
<input type="checkbox"/>	33	Within the atrium on a second-story balcony

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Introduction

Masyaf

Kingdom

Damascus Poor District

Damascus Middle District

Damascus Rich District

Acre Poor District

Acre Middle District

Acre Rich District

Jerusalem Poor District

Jerusalem Middle District

Jerusalem Rich District

Solomon's Temple

Arsuf

Abstergo Laboratory

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Acre

Overview \ The History of Acre

Acre is situated in northern Israel, at the edge of the Haifa Bay. The city was taken from Arab control by the Crusaders in 1104. It was of such strategic importance that it was turned into the Crusaders' main port. A period of violence intensified soon afterward, with Saladin taking the city back from the Crusaders in 1187. It was besieged again in 1189, during what is known as the Siege of Acre, and Richard the Lionheart captured the city in the year of your ancestor's memories: 1191. At the time of your adventure, the city's inhabitants are fending off disease, illness, and hunger brought about by constant warring, while the Crusaders strengthen their forces in preparation for a routing of Salah al-Din's army in the nearby Arsuf Plains.

You enter Acre at the following times during your adventure:

District	First Entrance	Assassination Target
Poor	Memory Block 3	Garnier de Naplouse
Middle	Memory Block 5	Sibrand
Rich	Memory Block 4	William of Montferrat

Notable Data \ Acre Gallery



Leader \ Richard the Lionheart



The King of England, and leader of the Christian troops. He can be seen in the Rich District.



Defense Forces \ Crusader Guards



They wear the Crusader regalia and will attack if your cover is blown.



Defense Forces \ Templars



Ten Knights Templar are located within the city (four in Poor, three in the Middle, and three in the Rich Districts) and will attack on sight.



Citizens \ Scholars



They wear white robes and allow you to Blend with them, useful for accessing high-security areas.



Citizens \ Vigilantes



Dressed in black leather, these men will distract and restrain Guards that are chasing you.



Assassins \ Informers



These cloaked figures offer critical information on your Target, but you must complete a Challenge for them before they'll talk.



Citizens \ Courageous Citizens



These citizens carry Throwing Knives that can be Pickpocketed to replenish your stock.



Citizens \ Beggars



The poor occupy high-traffic areas, pleading for coins from passersby.



Citizens \ Trouble Makers



These citizens wander about aimlessly and will shove you if you get too close.

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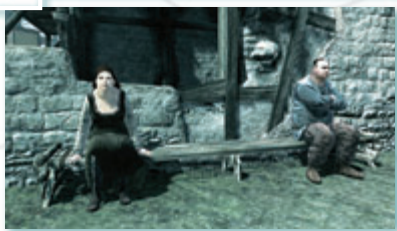
Hiding Spots \ Roof Gardens



Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches



Place of Interest 06 \ Acre \ Poor District



Overview \ The Poor District

Still recovering from the siege that killed much of its population, the Poor District of Acre bears the hallmarks of past events. Bodies line the streets and many of the buildings are but burned-out husks. Even the Souk in the southern section of the District is dilapidated. So are the formal gardens to the northeast. The only part of the District with some semblance of normalcy is the Hospitalier Fortress to the north, where Garnier de Naplouse practices a unique brand of medicine on his subjects.



Area 01 \ Hospitalier Fortress



Traffic: Heavy

Security: Moderate

Controlling Faction: Crusaders

View Points: 3

Investigations: 2

Save Citizens: 3

This is the first area you'll see. From the ground, the main thoroughfare is wide, runs southeast past a Chapel, then turns east toward a series of steps that lead north, to the Hospitalier Fortress entrance. Your way inside is blocked, but the Fortress itself has a broken window on each side (good for escaping from the inside) and climbable structures on the eastern side, allowing you to prowl the roofs. Otherwise, the majority of this area consists of burned-out dwellings.



Area 01 looking north



Area 01 looking east



Area 01 looking south



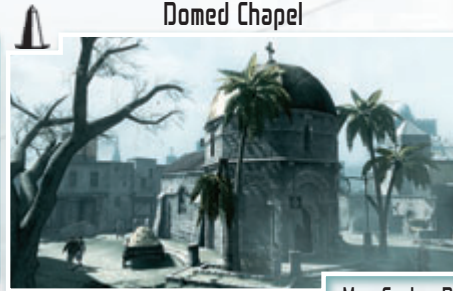
Area 01 looking west

Key Landmarks



Main City Gate

Map Sector: D2



Domed Chapel

Map Sector: D4



Hospitalier Fortress

Map Sector: G3

View Points



Market Thoroughfare

Map Sector: G4



01 \ Steeple

Map Sector: C3



10 \ Hospitalier Fortress Tower

Map Sector: G2

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Save Citizen Investigations



Initial Guards: 3
Additional Guards: 3
Scholars Summoned: 4



Initial Guards: 3
Additional Guards: 1
Scholars Summoned: 4



Initial Guards: 3
Additional Guards: 1
Vigilantes Summoned: 4

Area 01 \ Maneuvering Advice



The areas around the main gate and Hospitalier Fortress are always congested with a mix of citizens and Guards. Carefully slip past these areas, Blending and gently Pushing your way through the crowds. Traffic thins out the farther south you go; make use of these less crowded streets and alleyways. There are a few rooftop Archers in the area, particularly around the main gate and Fortress. Consider this before taking to the high ground.

Several Guards harass a Scholar outside the city gate. Defeat them, then use the summoned Scholars to stealthily slip past the Guards at the main gate.



Jump across the wooden beams and candelabras to move above the Hospitalier Fortress's main floor. A broken window on the east side of the Fortress is a good exit point, but you cannot enter through the same window.



Area 02 \ Maria of Johesephat

Traffic: Moderate

Security: Moderate

Controlling Faction: Crusaders

View Points: 3

Investigations: 2

Save Citizens: 1

Named after the Church, this area features a main thoroughfare to the west, running north-south toward the gate that allows you entrance to the Rich District. On the far western side are views of the sea and places where throwing Guards over low walls becomes extremely entertaining. Otherwise, this area is dominated by Maria of Johesephat's Church and the courtyard in front of it. Beware the scattered Archers on the roofs, and try to follow the street leading east, toward the Souk that's behind the Church.



Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Key Landmarks



Maria of Johesephat's Church



Map Sector: E7



Market Courtyard



Map Sector: C8



02 \ Guard Tower



Map Sector: D6

Memory Block 3 Data \ Investigations



03 \ Steeple



Map Sector: B7



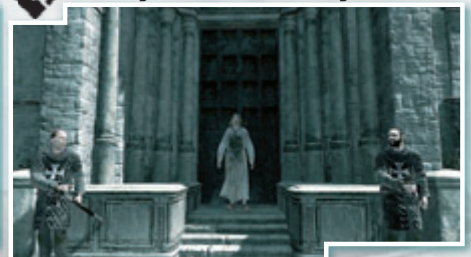
04 \ Maria of Johesephat's Bell Tower



Map Sector: E8



Memory Strand 02 \ Interrogation



Map Sector: E8

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Memory Strand 06 \ Informer



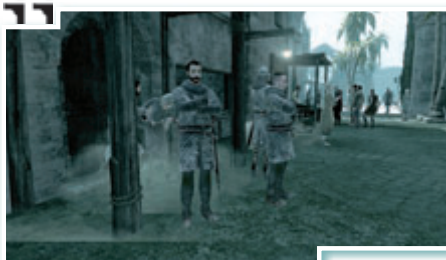
Map Sector: B8

Targets: 1

Time Limit: None



Save Woman



Map Sector: B9

Initial Guards: 5

Vigilantes

Additional Guards: 1

Summoned: 5

Area 02 \ Maneuvering Advice



The bell tower at Maria of Johesephat's Church is the highest point in the District, offering a sweeping view of the entire city. Dispatch or circumvent the Archers on the surrounding rooftops before attempting the climb.



The Church and market courtyard are the two main draws of this area. Traffic is heaviest around these landmarks, and there is a heightened security presence, including several rooftop Archers. However, the rest of the area is relatively calm, consisting of mostly empty streets and alleyways. Rooftop travel is safest in the areas between the Church, market, and Guard Tower. If accosted by Archers, Drop to the ground and resume travel on the streets.



The market at sector A6 is bustling with activity. This is a key gateway between the Poor and Rich Districts and is often packed with Jar Carriers, Beggars, Courageous Citizens, and a few Guards. Slow down in this area to avoid drawing attention to yourself.

Area 03 \ Abandoned Market



Traffic: Light

Security: Moderate

Controlling Faction: Crusaders

View Points: 1

Investigations: 1

Save Citizens: 4

The abandoned market, or Souk, is an eerie place. The roof is more dangerous than the ground, although both levels are difficult to enter the market from. Creating a Distraction is the best way inside this empty structure. There are the usual number of alleyways surrounding this area, and it is easy to get lost. Otherwise, this area has an east-west thoroughfare to the north that connects you to the formal gardens in the northeast corner of the District.



Acre



Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

Key Landmarks



Abandoned Market



Map Sectors: G5-H7



Well Courtyard



Map Sector: F6

View Points



05 \ Market Tower

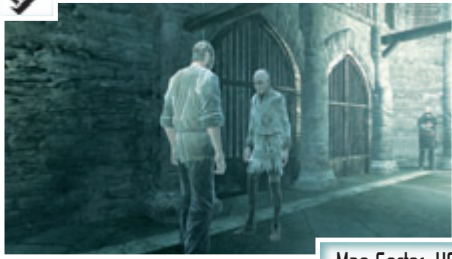


Map Sector: G6

Memory Block 3 Data \ Investigations



Memory Strand 03 \ Pickpocket



Map Sector: H6

Save Citizen Investigations



Save Woman



Map Sector: I6

Initial Guards: 3

Additional Guards: 1

Vigilantes

Summoned: 4



Save Woman



Map Sector: F6

Initial Guards: 3

Additional Guards: 2

Vigilantes

Summoned: 4



Save Woman



Map Sector: F5

Initial Guards: 3

Additional Guards: 3

Vigilantes

Summoned: 4



Save Woman



Map Sector: G8

Initial Guards: 4

Additional Guards: 4

Vigilantes

Summoned: 4

Area 03 \ Maneuvering Advice



The streets surrounding the abandoned market are some of the least traveled. However, there are several opportunities to save women here, allowing for the creation of a large Vigilante force. Save all the women early on to build a strong Vigilante presence.





The abandoned market is guarded at both its northern and southern entrances. However, you can gain entry via this hole in the roof. A Flag awaits on the scaffolding below.



Several Roof Gardens surround the abandoned market, but they won't be of much use until the nearby Archers are dispatched. Given the lack of Benches and Hay Carts on the ground, these Roof Gardens are your best option for ending chases.

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Area 04 \ Bureau and Ruined Mosque

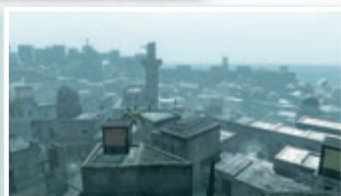


Traffic: Moderate
 Security: Moderate
 Controlling Faction: Crusaders
 View Points: 1
 Investigations: 0
 Save Citizens: 1

A small courtyard is the clue you're near the Assassin's Bureau. There is also a fountain area and numerous Benches at ground level, but the best way to approach your friend in Acre is to explore the rooftops, taking care to avoid or defeat any Archers you see along the way. There are streets connecting the abandoned market to the west and the formal gardens to the north, but the other main attraction here is a ruined Mosque, with a demolished dome and wrecked minaret that are easily spotted from almost anywhere.



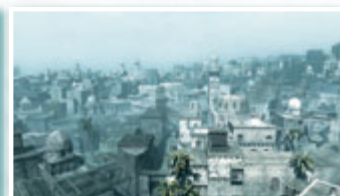
Area 04 looking north



Area 04 looking east



Area 04 looking south



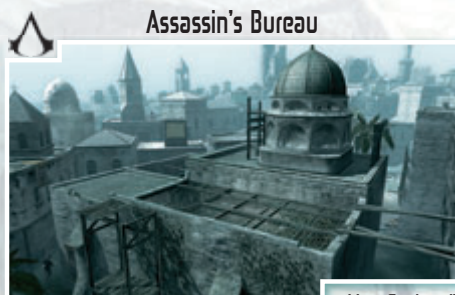
Area 04 looking west

Key Landmarks



Ruined Mosque

Map Sector: J6



Assassin's Bureau

Map Sector: J7



Fountain Courtyard

Map Sector: J8



View Points



06 \ Ruined Mosque Minaret

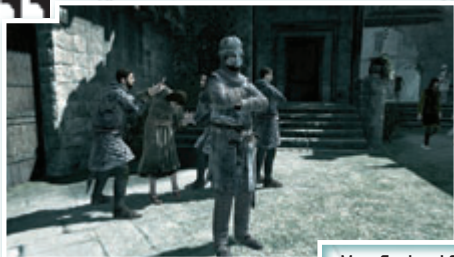


Map Sector: J6

Save Citizen Investigations



Save Woman



Map Sector: L6

Initial Guards: 4

Vigilantes

Additional Guards: 6

Summoned: 4

Area 04 \ Maneuvering Advice



The Assassin's Bureau is located in this relatively quiet area, within close proximity of the Rich and Middle Districts. Avoid approaching the Bureau via the rooftops to the north; there are many Archers surrounding the ruined Mosque; try rooftops in all other directions.



There are numerous rooftop routes you can take to reach the Bureau. If you're on the street level, this ladder on the southwestern side of the Bureau allows you to reach the rooftop without raising suspicion. All Bureaus have similar features.



When climbing the minaret at the ruined Mosque, scale the southern wall of the Mosque to avoid the Archers on the rooftops to the north, east, and west.

Area 05 \ Formal Gardens



Traffic: Moderate

Security: Moderate

Controlling Faction: Crusaders

View Points: 3

Investigations: 2

Save Citizens: 2

What was once a well-tended, multileveled garden is now unkempt and in serious need of maintenance. However, the bridge to the northwest provides easy access along the main street heading to the Hospitalier Fortress, and the gardens themselves are an excellent place to practice your Free-stepping. The southern area has a street that leads to the northern entrance of the abandoned market, while there are a number of alleys surrounding the gardens themselves.



Area 05 looking north



Area 05 looking east



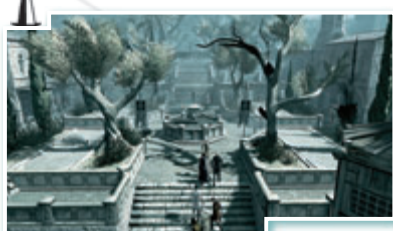
Area 05 looking south



Area 05 looking west

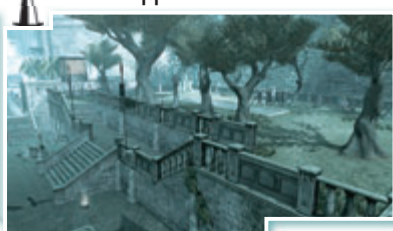
Key Landmarks

Lower Gardens



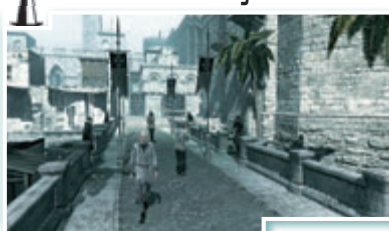
Map Sector: J3

Upper Gardens



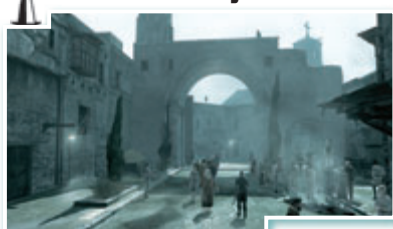
Map Sector: J2

Stone Bridge



Map Sector: I2

Middle District Arch and Thoroughfare



Map Sector: K4

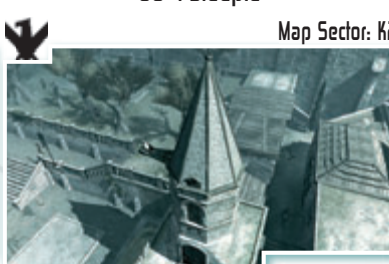
View Points

07 \ Bell Tower



Map Sector: K4

08 \ Steeple



Map Sector: K2

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Memory Block 3 Data \ Investigations

09 \ Steeple



Map Sector: I4

Memory Strand 01 \ Informer



Map Sector: J2

Memory Strand 04 \ Pickpocket



Map Sector: J5

Flags: 20

Time Limit: 3 Minutes

Save Citizen Investigations

Save Woman



Map Sector: I4

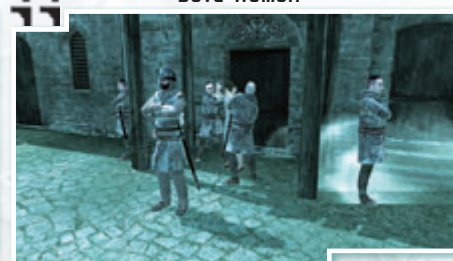
Initial Guards: 3

Vigilantes

Additional Guards: 2

Summoned: 4

Save Woman



Map Sector: K3

Initial Guards: 5

Vigilantes

Additional Guards: 1

Summoned: 4

Area 05 \ Maneuvering Advice



The formal gardens are a key transitional area on the northern side of the city, linking the Poor and Middle Districts. As expected, traffic and security are highest here, so stay on the ground and maintain a low profile. Conflicts here may draw Guards from the Middle District, resulting in large-scale sword fights. The southern and western streets surrounding the gardens are fairly quiet, making it relatively safe and easy to travel by rooftop.



In the southwest corner of the upper gardens, turn south and Free-step across this wooden awning. The wood and metal beams sticking out of the wall on the left serve as a great Free-step launch spot to get you onto the rooftops to the south.



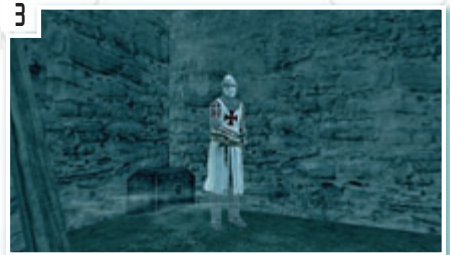
The stone, bridgelike structure by the upper gardens links this area to the Hospitalier Fortress. Be careful when crossing this span as it's occupied by four Guards and some Trouble Makers. To make matters worse, the Templar at map sector I1 may spot you and blow your cover as you cross the bridge. It's best to avoid this bridge altogether, at least until you've eliminated the nearby Templar.

Additional Memories \ Templars

This Templar must've drawn the short straw when assignments were handed out. Climb onto the rooftops to the north of the Templar and exploit the gaping hole in the wall directly behind him.



You may be tempted to Drop down behind this Templar, but don't. The fall is too high and he'll notice your impact. A direct assault is your best bet.



This Templar is surrounded on three sides by high walls. There is no way to catch him unaware.



Equip your Hidden Blade and hang from the roof above this Templar. You'll be able to Leap off the building and Assassinate him in one easy motion.

Additional Memories \ Hospitalier Flags (33)



Note All Hospitalier Flags in the Poor District are collectible by Memory Block 3.

Flag Checklist

✓	Flag #	Description	✓	Flag #	Description
<input type="checkbox"/>	1	On a wooden platform on the city wall	<input type="checkbox"/>	8	In a small alley
<input type="checkbox"/>	2	In a broken room above the path	<input type="checkbox"/>	9	In the bushes, between a Bench and a pile of boxes
<input type="checkbox"/>	3	In a corner, near some bodies	<input type="checkbox"/>	10	On the roof spine of a domed Church
<input type="checkbox"/>	4	On the roof	<input type="checkbox"/>	11	In the corner of a small alley between buildings
<input type="checkbox"/>	5	On the roof of the Hospitalier Fortress, between two Guards	<input type="checkbox"/>	12	In a small, burned-out building
<input type="checkbox"/>	6	On top of the fountain	<input type="checkbox"/>	13	In a ground-level alcove, behind a ladder; the shadows make it hard to see
<input type="checkbox"/>	7	On a wooden platform	<input type="checkbox"/>	14	Sitting on a piece of a burned-out building, above the pathway

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✓	Flag #	Description
<input type="checkbox"/>	15	Near the southwest corner of the tower
<input type="checkbox"/>	16	Hidden in a bush down a small alley
<input type="checkbox"/>	17	In a small nook
<input type="checkbox"/>	18	On top of a wooden roof
<input type="checkbox"/>	19	On a platform inside the covered market
<input type="checkbox"/>	20	Down a small path inside the covered market
<input type="checkbox"/>	21	Inside a closet-sized area above the pathway
<input type="checkbox"/>	22	Inside the ruined dome on top of the roof, close to a View Point
<input type="checkbox"/>	23	In the corner, near the wall, at the base of the stairs
<input type="checkbox"/>	24	On a wooden ledge on the outside wall of the city
<input type="checkbox"/>	25	On the roof, near the end of the building
<input type="checkbox"/>	26	On a wooden beam above the pathway
<input type="checkbox"/>	27	Inside a burned-out room
<input type="checkbox"/>	28	In a corner, at ground level
<input type="checkbox"/>	29	On the roof, across from a noisy merchant
<input type="checkbox"/>	30	On the roof
<input type="checkbox"/>	31	On a wooden ledge
<input type="checkbox"/>	32	In a small nook with a ladder
<input type="checkbox"/>	33	On the roof, near the Bureau





Place of Interest 07 \ Acre \ Middle District



Overview \ The Middle District

Encompassing a large port, which is this area's outstanding attraction, the Middle District is under the watchful eye of the paranoid Teutonic, Sibrand. This District is the entire eastern part of the city and has the most looming and narrow alleyways. The further north you go, the higher the ground becomes, until you reach a Fortress built into the perimeter wall itself. The docks can be accessed by two well-guarded archways known as Saint John's Gate. Alternately, you can Leap from a vantage point near a Chapel to the north. Only then can you experience the precise movement needed to negotiate the docks correctly, and the exceptional view from the lighthouse at the edge of the sea.

Area 01 \ Saint John's Gate

Traffic: Heavy

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 1

Save Citizens: 2

This area is within easy reach of the Assassin's Bureau and features a large street running north to south that allows access to the Rich District (to the south) and the center of the Middle District (to the north). Over to the east are two large, intersecting paths that allow access into the docks; Saint John's Gate. These gates are the best methods of reaching the docks. Otherwise, be wary of the increased enemy presence at the Guard Tower to the west, and watch for numerous drunks and Beggars in the courtyards.

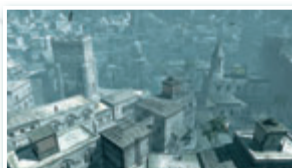


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Area 01 looking north



Area 01 looking east



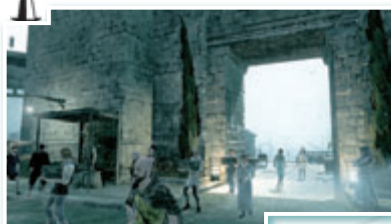
Area 01 looking south



Area 01 looking west

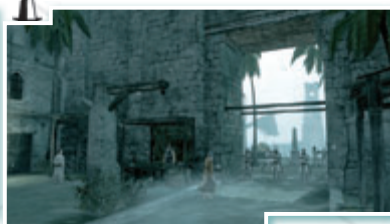
Key Landmarks

Saint John's Gate North



Map Sector: N8

Saint John's Gate South



Map Sector: N9

Well / Guard Tower Courtyard



Map Sector: L8

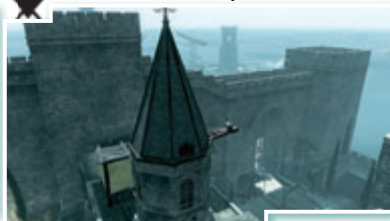
View Points

01 \ Guard Tower



Map Sector: L8

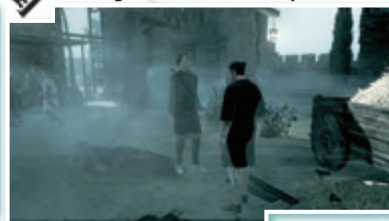
02 \ Steeple



Map Sector: M8

Memory Block 5 Data \ Investigations

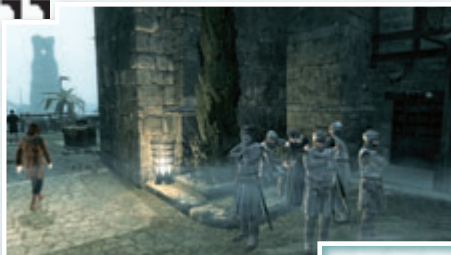
Memory Strand 02 \ Pickpocket



Map Sector: N9

Save Citizen Investigations

Save Woman



Map Sector: N8

Initial Guards: 5

Vigilantes

Additional Guards: 4

Summoned: 6

Save Woman



Map Sector: L7

Initial Guards: 5

Vigilantes

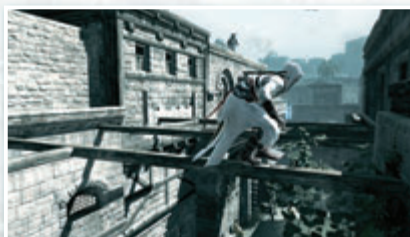
Additional Guards: 2

Summoned: 5

Area 01 \ Maneuvering Advice



This area sees heavy traffic. Saint John's Gate (both north and south arches) are the only nearby access points. Expect to encounter several citizens here carrying crates, not to mention a few unruly drunks. Be careful when navigating this area as there are also plenty of Guards patrolling nearby. One spilled crate could blow your cover.



Most of the rooftops in this area are linked by beams and other connecting structural pieces. The plentiful Roof Gardens are also a welcome sight when advancing along the high ground. Just watch out for Archers.

Climb along the outer seawall to sneak up on this Templar at map sector J7. He can't be Thrown over the seawall, so you're better off hitting him from behind for a stealthy kill.





Area 02 \ Venetian Quarter



Traffic: Moderate

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 1

Save Citizens: 2

A church with a bell tower and formal courtyard dominates the skyline in this area. The continuation of the main north-south road into Area 01 turns northeasterly, linking to Area 04. There is also a second street running parallel, to the southeast, and a third that runs along the base of the seawall, which isn't able to be climbed. The bell tower church itself is on higher ground, so the higher you are, the nearer to the church you are—an easy fact to remember if you're fleeing foes.



Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Key Landmarks



Bell Tower Church



Map Sector: M4



Church Courtyard



Map Sector: L5



Market Courtyard

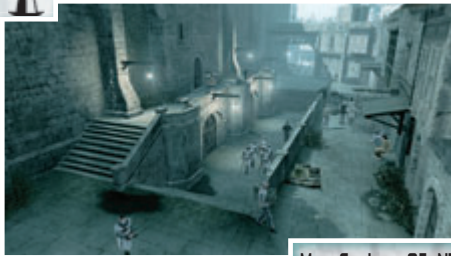


Map Sector: N6

View Points



Eastern Wall Thoroughfare



Map Sectors: O5-N7



03 \ Steeple



Map Sector: N5



04 \ Church Bell Tower



Map Sector: L5

Memory Block 5 Data \ Investigations

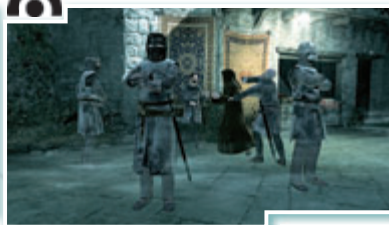
Memory Strand 06 \ Pickpocket



Map Sector: N5

Save Citizen Investigations

Save Scholar



Map Sector: L5

Initial Guards: 5
Additional Guards: 0
Scholars Summoned: 4

Save Woman



Map Sector: N4

Initial Guards: 4
Additional Guards: 4
Vigilantes Summoned: 6

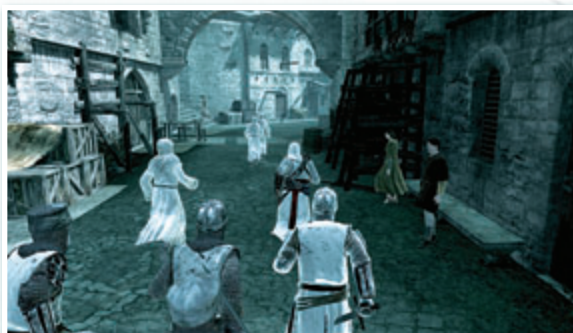
Area 02 \ Maneuvering Advice



The large bell tower church is the centerpiece of this area and the focal point of the security detail, with frequent patrols on the ground and several Archers on the rooftops. Taking the high ground in this area is nearly impossible unless you want to take out half a dozen Archers, so stay on the streets and keep a low profile. If simply passing through, avoid the church and utilize the streets to the east.



The security presence in this area is heavy. Be ready to Blend when passing Guard Patrols, so they don't identify you.



The streets here are long and wide, offering few opportunities to break your pursuer's line of sight. Either make it to the rooftops or head north (to Area 03) where there are shorter streets and a few crooked alleyways.

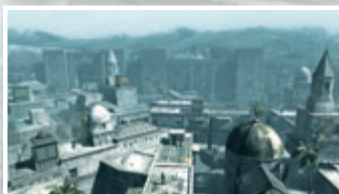
Area 03 \ Northern Gate



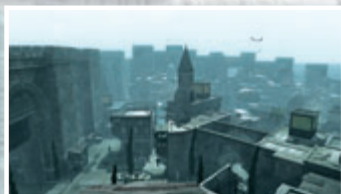
Traffic: Moderate
Security: Heavy
Controlling Faction: Crusaders

View Points: 2
Investigations: 2
Save Citizens: 1

The confusing alleyways that Acre is notorious for are less prevalent here. This area has a number of places you can lurk, such as the courtyard in front of the northern gate. The gate itself is excellent if you need to escape, either from the Citadel to the east or the Hospitalier Fortress to the west. The main streets head southwest, back into the Poor District on the western side. Use the domed Chapel as a good rooftop reference, and be sure to check out the abandoned market courtyard to the northeast.



Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

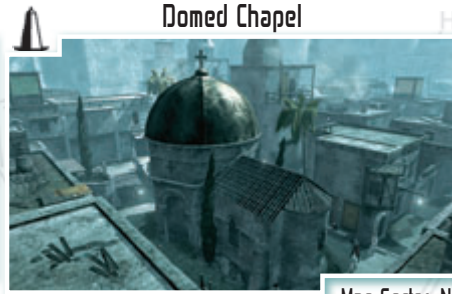


Key Landmarks



Northern Gate

Map Sector: L1



Domed Chapel

Map Sector: N3



Abandoned Market Courtyard

Map Sector: N2

View Points



05 \ Steeple

Map Sector: M2



06 \ Steeple

Map Sector: N3

Memory Block 5 Data \ Investigations



Memory Strand 01 \ Eavesdropping

Map Sector: L1

Area 03 \ Maneuvering Advice



More Archers dot the rooftops in this area, forcing most travel to street level. The northern gate and domed Chapel are bottlenecks, mostly due to the Beggars. Avoid these areas and the cramped alleyways if speed is of concern. East-west travel is best accomplished using the wide street north of the Chapel.

This street connects to the Poor District and northeast Fortress. Even better, there's little traffic or security.

Need Throwing Knives? Head for the northern gate. Several Courageous Citizens can be found here, along with Beggars and some patrolling Guards.



The narrow alleyways in this area are great for escaping, but these passages are often traveled by citizens, so tackle your way through these congested areas. If you saved the woman in the abandoned market courtyard, the Vigilantes here can be a huge help.



Memory Strand 04 \ Informer

Map Sector: M3

Targets: 5

Time Limit: 4 Minutes

Save Citizen Investigations



Save Woman

Map Sector: N2

Initial Guards: 5

Additional Guards: 3

Vigilantes

Summoned: 6

Area 04 \ Northeast Fortress



Traffic: Moderate

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 2

Save Citizens: 1

Clamber the Fortress towers for one of the best views of the entire city. Below this northeastern Fortress area is the entrance, with a low stone wall and an exit gate to the east (which is brimming with drunken sailors that are as annoying as they are violent). The middle of the area houses a lower courtyard with alleyways in all directions. To the south are streets both low and high. The Chapel overlooking the docks is of particular importance as you can attempt a Leap of Faith on the wall behind the Saxon Cross instead of using Saint John's Gate in Area 01.

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Area 04 looking north



Area 04 looking east



Area 04 looking south



Area 04 looking west

Key Landmarks



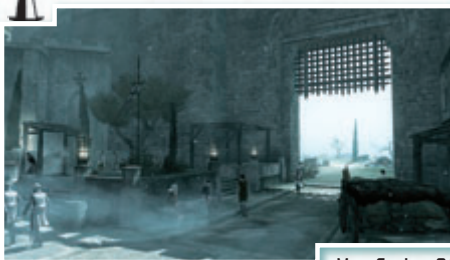
Fortress Towers



Map Sector: P2



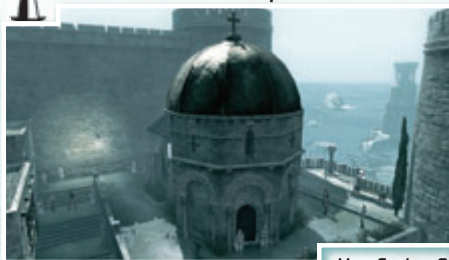
Northeastern Gate



Map Sector: Q4



Domed Chapel



Map Sector: Q5

View Points



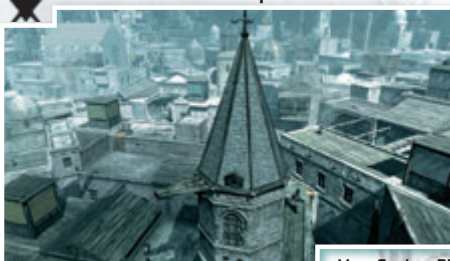
07 \ Fortress Tower



Map Sector: Q2



08 \ Steeple



Map Sector: P5

Memory Block 5 Data \ Investigations



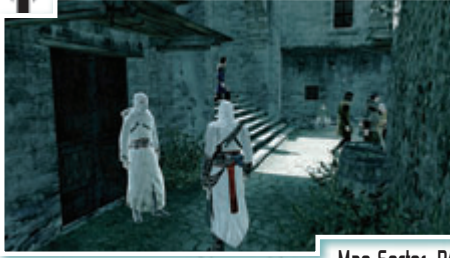
Memory Strand 03: Interrogation



Map Sector: Q5



Memory Strand 05 \ Informer



Map Sector: P4

Targets: 3

Time Limit: 3 Minutes

Save Citizen Investigations



Save Woman



Map Sector: Q3

Initial Guards: 3

Vigilantes

Additional Guards: 4

Summoned: 6

Area 04 \ Maneuvering Advice

This northeastern corner of the city retains the same level of security as the rest of the District, but most of the Guards are deployed on the streets, around the gate and Fortress. There are few Archers, making it easy and safe to advance across the rooftops. This is the best way to avoid the potentially hazardous congestion found on the main thoroughfare that runs in front of the Fortress.



The street outside the Fortress is frequented by a volatile mix of Guards and Trouble Makers. Getting shoved into a Guard could set off a huge battle, so stay as far away from the Trouble Makers as possible.



If you find yourself cornered by Guards near the domed Chapel, use the Leap of Faith point near this statue (to the south) to land in a Hay Cart in the docks area. Your pursuers above will not follow, but Guards stationed at the docks may take up the chase.

Area 05 \ Docks



Traffic: Light

Security: Heavy

Controlling Faction: Crusaders

View Points: 1

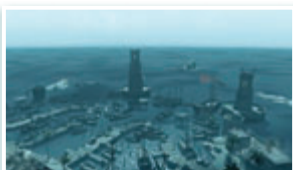
Investigations: 1

Save Citizens: 1

Security is lighter to the north, and there are four main piers interspersed with a number of small boats and poles sticking out of the water. Be very sure of your Leaping, and Tackle any drunks so they fall into the water rather than push you in. Along the western wall are a number of inns and small courtyards where the enemy presence is heavy, and the southern seawall parapets have numerous Guard Patrols all the way to Sibrand's ship. Don't forget to reach and climb the lighthouse; it gives you an excellent view so you can plan assassination routes to come.



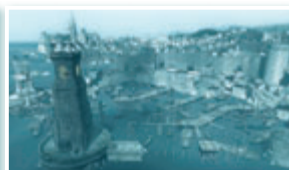
Area 05 looking north



Area 05 looking east



Area 05 looking south



Area 05 looking west

Key Landmarks

Sibrand's Ship



Map Sector: Q10

View Points

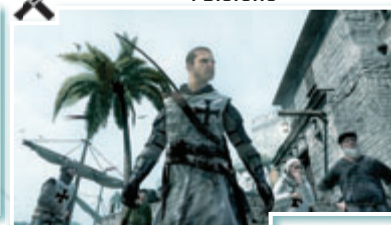
09 \ Lighthouse



Map Sector: S9

Memory Block 5 Data \ Investigations

Memory Strand 08 \ Assassination \ Sibrand



Map Sector: Q10

Save Citizen Investigations

Save Woman



Map Sector: P6

Initial Guards: 3

Vigilantes

Additional Guards: 2

Summoned: 3

Area 05 \ Maneuvering Advice



The docks are one of the most dangerous areas in all of Acre. As in most areas of the District, security is extremely high. But falling into the harbor should be your primary concern, as it leads to a quick and somewhat embarrassing death. Therefore, exercise extreme caution. Also, note the Archer towers on the outer edge of the harbor. It's tough to retaliate against these Archers, so keep your distance.

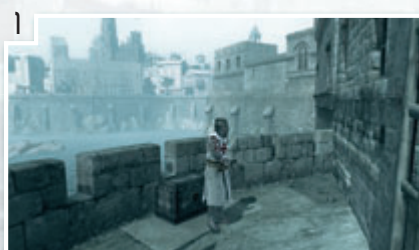


Trouble Makers on the piers and boats pose a serious threat as they can push you into the water. Avoid them if possible. If necessary, Tackle them before they can shove you. As long as they don't fall in the water, you won't be penalized.

Use the bow and keel features of the smaller boats as Free-step launching points when crossing the harbor, particularly when attempting to run across the posts sticking out of the water. If necessary, orient yourself after each Jump to attain proper alignment before continuing.



Additional Memories \ Templars



This Templar has a nice view of the sea. You can approach him directly and cast him over the seawall, or, if you prefer stealth, you can take to the rooftops above him and Drop halfway down the wall to his west. You'll be able to Assassinate him by Leaping off the wall.



Approach this Templar from the northwest to get the better of him.

3



Although it appears that there are a lot of environmental advantages to exploit in order to Assassinate the Templar, all result in the same outcome...detection.

Additional Memories \ Teutonic Flags (33)



Note All Teutonic Flags in the Middle District are collectible by Memory Block 5.



Flag Checklist

✓	Flag #	Description
<input type="checkbox"/>	1	On a wooden platform in the city wall
<input type="checkbox"/>	2	Top of the building, with several Guards
<input type="checkbox"/>	3	Ground level, in a corner, near an Eavesdropping Investigation
<input type="checkbox"/>	4	On a small porch area
<input type="checkbox"/>	5	Through the gate and to the left, in a corner
<input type="checkbox"/>	6	On top of a pillar
<input type="checkbox"/>	7	On the roof of a keep tower
<input type="checkbox"/>	8	On the roof, near a hiding place
<input type="checkbox"/>	9	Left of the gate, in a dark corner
<input type="checkbox"/>	10	On the top of the archway above the path
<input type="checkbox"/>	11	Inside a burned-out building
<input type="checkbox"/>	12	On the back ledge of the church
<input type="checkbox"/>	13	Inside a ground-level, burned-out building
<input type="checkbox"/>	14	On a wooden roof
<input type="checkbox"/>	15	Hidden in a small corner on the rooftop
<input type="checkbox"/>	16	On the ground, just off the path
<input type="checkbox"/>	17	Along the southern wall, on an archway crossing the path
<input type="checkbox"/>	18	On the blue-tiled roof of a domed Church
<input type="checkbox"/>	19	On the path at the base of the rocks
<input type="checkbox"/>	20	On a wooden walkway
<input type="checkbox"/>	21	On a wooden hangover
<input type="checkbox"/>	22	Above a couple cells next to the city wall, near the harbor
<input type="checkbox"/>	23	Next to a small dome on the rooftops
<input type="checkbox"/>	24	At the end of a small alleyway
<input type="checkbox"/>	25	On top of a small, wooden crossing
<input type="checkbox"/>	26	On top of a wood archway
<input type="checkbox"/>	27	On top of a wood beam above the path
<input type="checkbox"/>	28	At the end of a small alley
<input type="checkbox"/>	29	On a wooden archway above the path
<input type="checkbox"/>	30	On the rooftop
<input type="checkbox"/>	31	On the corner of the roof, near the large archway
<input type="checkbox"/>	32	On the roof, near a small dome
<input type="checkbox"/>	33	On top of the tower

Place of Interest 08 \ Acre \ Rich District



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Overview \ The Rich District

Boasting two of the largest and most impressive feats of architecture in the known world, Acre's Rich District (also known as the Chain District) is where William of Montferrat holds his power. He is within the walls of his impressive Citadel, which is surrounded on three sides by water. After a large market square has been negotiated, you find Acre's other impressive structure: the Cathedral of the Holy Cross, which boasts the tallest spire in all the Holy Land. To the east is a Hospital where Guards place a particular importance on patrolling. Head north and you're in the main city, with streets filled with so many side alleys it's almost overwhelming. The plan here is to take a chance with the Archers, polish your Throwing Knives, and head across the rooftops.

Area 01 \ Main Quarter





Acre



Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Traffic: Moderate

Security: Heavy

Controlling Faction: Crusaders

View Points: 4

Investigations: 1

Save Citizens: 3

The majority of this area consists of interconnected alleyways and slightly larger east-west streets that link adjacent zones. Of particular interest is a converted Mosque to the north, which sports a Crusader spire. This spire is a good way of orienting yourself if you get lost in the maze of streets. There are also two courtyards, one to the west and one to the east; both of them provide interesting opportunities for stealthy killing.

Key Landmarks

Western Courtyard



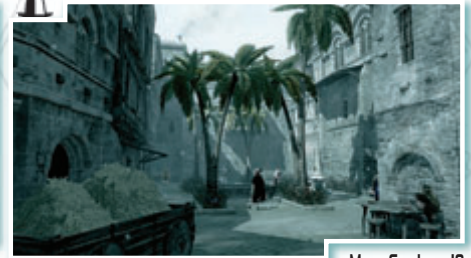
Map Sector: G9

Converted Mosque



Map Sectors: H9

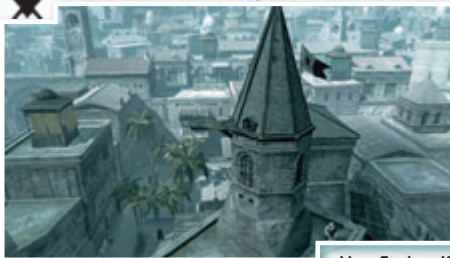
Eastern Courtyard



Map Sector: J9

View Points

01 \ Steeple



Map Sector: J8

02 \ Bell Tower



Map Sector: J10

04 \ Converted Mosque Bell Tower



Map Sector: H9

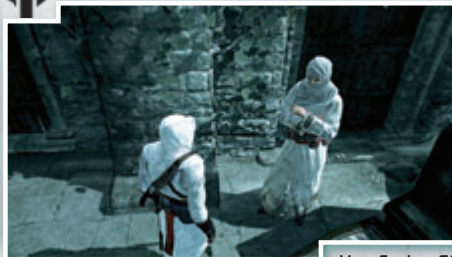
Memory Block 4 Data \ Investigations

05 \ Steeple



Map Sector: G10

Memory Strand 04 \ Informer



Map Sector: G9

Targets: 2

Time Limit: None

Save Citizen Investigations

Save Woman



Map Sector: H10

Initial Guards: 3

Additional Guards: 0

Vigilantes

Summoned: 4



Save Woman



Map Sector: F10

Initial Guards: 4

Vigilantes

Additional Guards: 2

Summoned: 4



Save Woman



Map Sector: E9

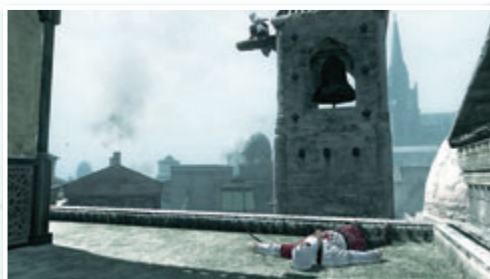
Initial Guards: 3

Vigilantes

Additional Guards: 2

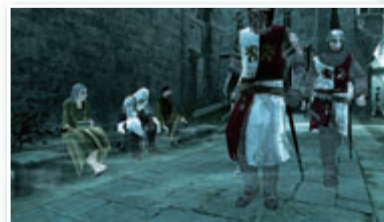
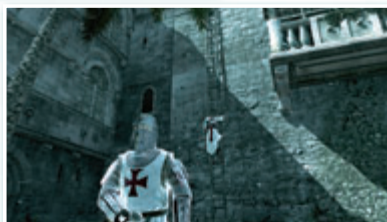
Summoned: 4

Area 01 \ Maneuvering Advice



There's plenty to do in this area. Start in the northeast by climbing the two View Points near the eastern courtyard. Afterward, head toward the converted Mosque and climb the bell tower. Wrap up your View Point tour by climbing the steeple to the west. You'll confront several Archers along the way, but doing so clears the rooftops in this area and makes it much easier to get around. Just watch your step. Falls from these three-story buildings are far less forgiving.

A Templar stands guard in the eastern courtyard facing northeast. Descend the ladder on the southwest side of the courtyard to sneak up behind him. If you approach from the other direction, the Templar will attack on sight, setting off a large fight as nearby Guards join in.



The bulk of the Benches in this area are clustered around the converted Mosque and courtyards. If you need to take a seat, move to one of these three landmarks. Vigilantes

can be a big help in this area, too, so be sure to save all three women and return to these streets when you're in trouble.

Area 02 \ Hospital Quarter



Traffic: Heavy

Security: Moderate

Controlling Faction:

Crusaders

View Points: 1

Investigations: 1

Save Citizens: 2

The dominant building in this small, seaside area is the Hospital to the north, on the cusp of the Middle District. Below is a winding street that eventually leads to the Cathedral. There are plenty of ways to flee to Areas 01 or 04 using the roofs or alleyways, but it is the Hospital—which can be accessed by causing a Commotion or killing the roof Archers and Dropping below—that is of most interest.

Key Landmarks

Hospital



Map Sector: K11-K12

Market Area



Map Sector: J13

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Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

View Points



03 \ Hospital Tower

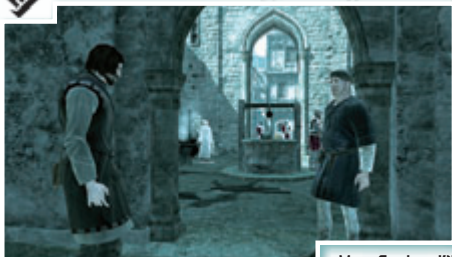


Map Sector: K12

Memory Block 4 Data \ Investigations



Memory Strand 06 \ Pickpocket



Map Sector: J11

Save Citizen Investigations



Save Woman



Map Sector: J13

Initial Guards: 5

Vigilantes

Additional Guards: 1

Summoned: 5



Save Woman



Map Sector: J11

Initial Guards: 3

Vigilantes

Additional Guards: 6

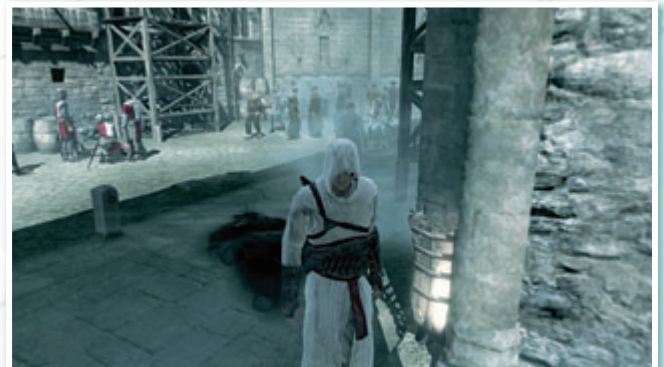
Summoned: 6

Area 02 \ Maneuvering Advice



Most activity in this area is centered around the Hospital and nearby market. Both areas are filled with Guards and citizens, many of them carrying crates or jars. With the exception of the Hospital, the rooftops in this area are clear of Archers, so use them to navigate above the crowds.

The Hospital's entrance is blocked by two Guards. Distract them by stealthily killing one of the Guards outside the Hospital. As the two entrance Guards move toward the body to investigate, simply walk through the now unguarded entrance. Such distractions are useful for pulling Guards away from heavily fortified areas.



This ladder attached to the building north of the Hospital is an excellent way to reach the rooftops in this area without drawing unwanted attention. From this rooftop, it's just a short Jump to reach the Hospital roof. Make sure the

Archers aren't looking in your direction before you attempt the move.

Area 03 \ Seawall Quarter

Traffic: Moderate

Security: Moderate

Controlling Faction: Crusaders

View Points: 2

Investigations: 1

Save Citizens: 1

The main north-south thoroughfare is the easiest way to reach the Poor District by ground without losing yourself in the maze of alleyways. The good news is that the buildings are close together, even if the

streets below are wider apart, thanks to the architects building the higher floors out from the lower ones. There is a long road with market stalls dotted around, adjacent to the seawall, but the most recognizable aspect of this area is the archway leading to and from the Poor District.



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Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

Key Landmarks



Rich District Archway

Map Sector: C9



Seawall Market

Map Sectors: B10-C11



06 \ Bell Tower

Map Sector: C9

Memory Block 4 Data \ Investigations



07 \ Steeple

Map Sector: C11



Memory Strand 02 \ Pickpocket

Map Sector: C10

Save Citizen Investigations



Save Scholar

Map Sector: C11

Initial Guards: 5

Additional Guards: 0

Scholars

Summoned: 4



Area 03 \ Maneuvering Advice



This northwestern area of the District is relatively quiet. While there is a fair amount of traffic near the seawall market and Rich District archway, the central streets are calm. Even better, most of the Archers are posted on the rooftops near the Rich/Poor district border, leaving the remaining rooftops open for your use.

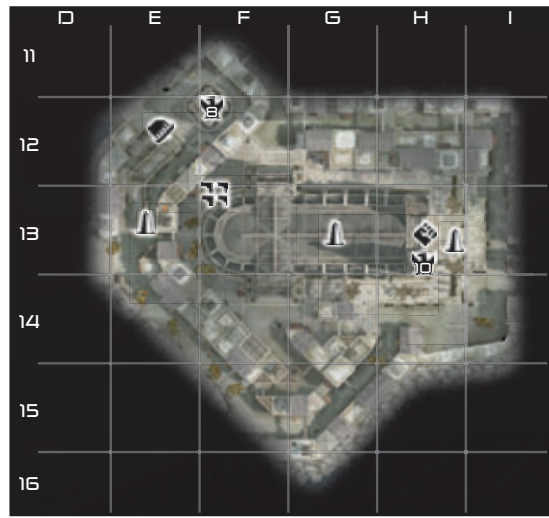


A lone Templar stands watch on the northern edge of the seawall market area, at map sector A7. Climb down the building to the east, or inch along the outside of the seawall to sneak up behind him. Eliminate him before entering the market area. If you don't, he'll attack, causing several Guards to join in.



It's possible to climb the bell tower without killing the Archer on the nearby archway between the Poor and Rich Districts. Climb the north side of the arch, then watch the Archer's patrol pattern. When he turns away, head for the bell tower and climb along its eastern side to avoid being spotted. Once you're on the tower's perch, he can't see you.

Area 04 \ Cathedral Area



Traffic: Moderate

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 2

Save Citizens: 1

The Cathedral of the Holy Cross is the dominant structure in all of Acre. The chance to defeat a group of Archers before climbing to the top of the great steeple cannot be passed up. Large streets surround the Cathedral, and there are lower, stepped courtyards at the front. You can actually climb up the large rose window from this front entrance, or Leap onto the flying buttresses from the southern rooftops. Access to and from Area 05 is as simple as choosing any of the wide thoroughfares.



Area 04 looking north



Area 04 looking east



Area 04 looking south



Area 04 looking west

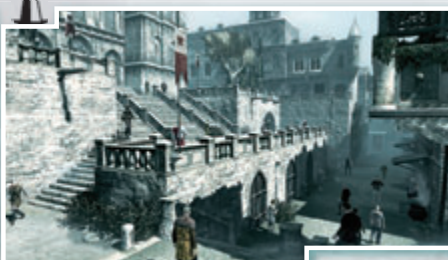
Key Landmarks

Cathedral of the Holy Cross



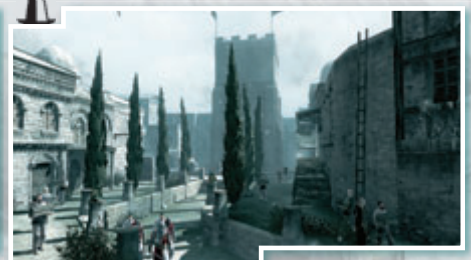
Map Sectors: A3-H13

Cathedral Steps and Eastern Thoroughfare



Map Sector: H13

Western Thoroughfare



Map Sectors: E12-F15

View Points

08 \ Guard Tower



Map Sector: R12

10 \ Cathedral Spire



Map Sector: H13

Memory Block 4 Data \ Investigations

Memory Strand 03 \ Interrogation



Map Sector: H13

Save Citizen Investigations

Memory Strand 05 \ Pickpocket



Map Sector: E12

Save Woman



Map Sector: R3

Initial Guards: 4

Vigilantes

Additional Guards: 2

Summoned: 6

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Area 04 \ Maneuvering Advice

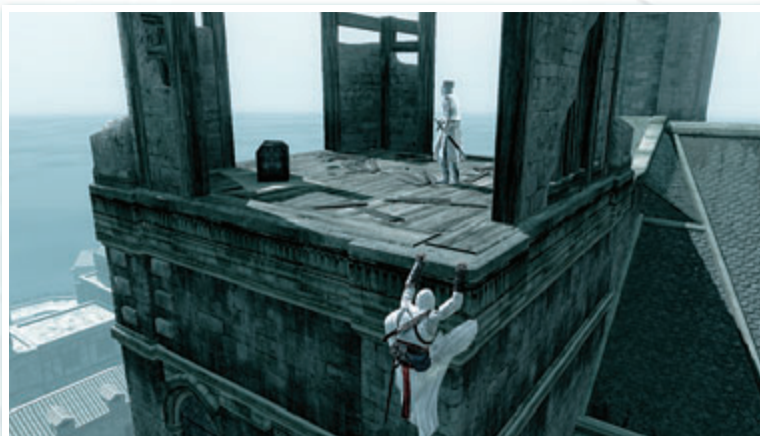


The Cathedral of the Holy Cross is the definitive central landmark; all surrounding buildings and streets conform to the Cathedral's massive footprint.

Due to heavy Archer security on and around the Cathedral, it's best to stick to the streets here. The wide, tree-lined western thoroughfare is a good option for north-south travel, but this avenue is frequented by Guard Patrols, so be ready to Blend.



There are handholds on the outer sides of the flying buttresses located on the Cathedral's perimeter. Use these to reach the roof, but watch out for the Archers patrolling above.



A Templar is positioned on top of the damaged northeastern steeple of the Cathedral, facing east. You can only sneak up on him from the northwest corner. Consider clearing out the Archers on the north side of the Cathedral beforehand, otherwise they'll alert the Templar if they see you. Stab the Templar from behind, or Throw him off the Cathedral for an easy kill.



Area 05 \ Chain District



Traffic: Heavy

Security: Heavy

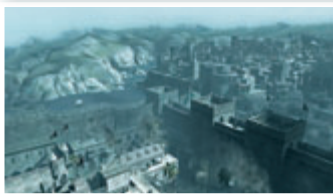
Controlling Faction: Crusaders

View Points: 2

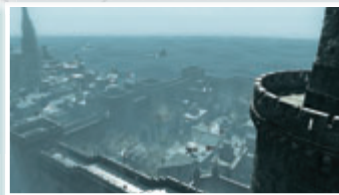
Investigations: 1

Save Citizens: 2

William is currently holed up in the massive Citadel belonging to King Richard. Before you traverse this castle, explore the lower buildings between the Citadel and Cathedral, as well as the Chain District market, the largest market in Acre. Stroll the seawall, collecting Throwing Knives from Courageous Citizens. Afterward, work out your most proficient route through the Citadel itself. There is an entrance gate, as well as climbable scaffolding to the south. Once inside, the Citadel is a small town in and of itself, but the most interesting parts lay to the west: the tallest tower and William's keep.



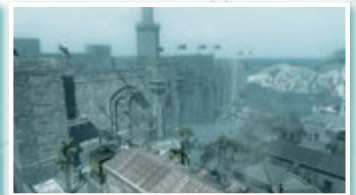
Area 05 looking north



Area 05 looking east



Area 05 looking south



Area 05 looking west

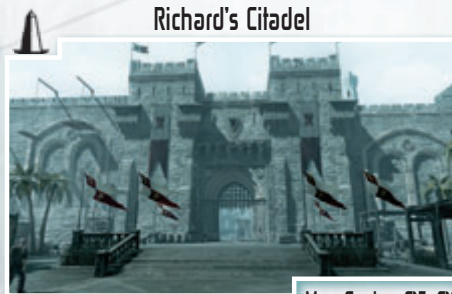
Key Landmarks

Chain District Market



Map Sector: E16

Richard's Citadel



Map Sector: C15-C18

Montferrat's Quarters



Map Sector: B16

View Points

09 \ Steeple



Map Sector: E14

11 \ Citadel Guard Tower

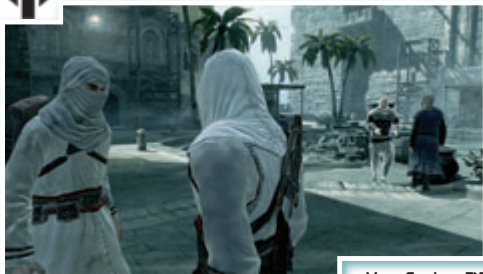


Map Sector: B16

Memory Block 4 Data \ Investigations



Memory Strand 01 \ Informer



Map Sector: E15

Flags: 20

Time Limit: 3 Minutes



Memory Strand 08 \ Assassination \ William de Montferrat



Map Sector: B16

Save Citizen Investigations



Save Scholar



Map Sector: D17

Initial Guards: 4

Scholars

Additional Guards: 5

Summoned: 4



Save Woman



Map Sector: F15

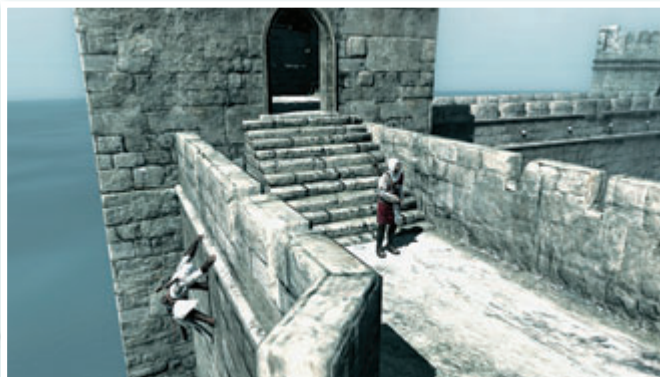
Initial Guards: 4

Vigilantes

Additional Guards: 2

Summoned: 6

Area 05 \ Maneuvering Advice



Richard's Citadel sits on the southernmost tip of the city's peninsula. Despite the high level of security, this fortress has an open front gate—the Citadel's only ground-level entry point. The Citadel interior is crowded, so move slowly and Blend. Archers patrol the perimeter walls and interior rooftops, so think twice before climbing. Rooftop infiltration is best conducted from the outside, clearing Archers along the perimeter before moving inward. Be as stealthy as possible; triggering an alert here can be extremely dangerous, forcing you to flee north to find suitable refuge.



Use the horizontal post, bundles of wood, and suspended platform on the northeastern wall to reach the two Flags on the front side. Start your Free-step from the small balcony (accessible via the scaffolding) in the northeast corner, then

move northwest along the wall and grab both Flags along the way. This is also a good way to gain a foothold on the Citadel's roof.



Be careful not to jostle the Crate Carriers inside the Citadel. Gently Push your way through the congested corridors to avoid knocking one of the crates out of a carrier's hands and alerting the Guards.

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Additional Memories \ Templars

1



Two awnings hang above the Templar that guards the seawall here. From the rooftop, carefully Drop down from one awning to the next until you reach the ground. The poor Templar will never know who hit him.

2



Descending the ladder from the rooftop behind this Templar allows you to easily sneak up behind him.

3



The Templar overlooks the entire city from his perch in the high northeastern tower of the Cathedral. Once you reach the roof, you can climb up behind him and Assassinate. However, Throwing him to the street below might be more fun.

Additional Memories \ Templar Flags (34)



Note All Templar Flags in the Rich District are collectible by Memory Block 4.

Flag Checklist

✓	Flag #	Description
<input type="checkbox"/>	1	On the roof above the path
<input type="checkbox"/>	2	On a small ledge above the pathway
<input type="checkbox"/>	3	Northeast of Flag #2, on the roof
<input type="checkbox"/>	4	In the corner of a small courtyard
<input type="checkbox"/>	5	In a corner, near a spice rack
<input type="checkbox"/>	6	On top of a fountain
<input type="checkbox"/>	7	Next to a small dome, on the roof
<input type="checkbox"/>	8	In a small alcove above the pathway, near a Templar
<input type="checkbox"/>	9	On a small overhang down a tight pathway
<input type="checkbox"/>	10	On the roof, next to a small dome
<input type="checkbox"/>	11	At the base of a wall fountain, in a courtyard with a well
<input type="checkbox"/>	12	On a small, wooden overhang
<input type="checkbox"/>	13	North side of the tower, in the corner, near a Hay Cart
<input type="checkbox"/>	14	On the roof, near a small dome
<input type="checkbox"/>	15	Top of a fancy roof
<input type="checkbox"/>	16	Just outside the city wall, on a wooden overhang
<input type="checkbox"/>	17	On a ledge overlooking the northern courtyard of the Cathedral
<input type="checkbox"/>	18	On a ledge near the east end of the Cathedral
<input type="checkbox"/>	19	In the middle of a small pathway
<input type="checkbox"/>	20	Inside and to the left, in the hallway
<input type="checkbox"/>	21	In the corner, next to the merchant
<input type="checkbox"/>	22	In the corner on the first ledge of the Cathedral
<input type="checkbox"/>	23	On the spine of the Cathedral's roof
<input type="checkbox"/>	24	On top of the wall, on the unfinished spire
<input type="checkbox"/>	25	On a wooden ledge, outside of the city wall
<input type="checkbox"/>	26	On a pointed roof; ascend a tall ladder to reach it
<input type="checkbox"/>	27	On top of a high archway
<input type="checkbox"/>	28	On the roof, with a scenic view of the ocean
<input type="checkbox"/>	29	On the roof, with a scenic view of the ocean
<input type="checkbox"/>	30	On the second level, near some barrels
<input type="checkbox"/>	31	On a small ledge off of the main castle wall
<input type="checkbox"/>	32	On a wooden platform high above the ground
<input type="checkbox"/>	33	Down a small walkway that faces the ocean
<input type="checkbox"/>	34	High atop the tower

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Jerusalem

Overview \ The History of Jerusalem

The capital of Israel, Jerusalem is nestled in the Judean Mountains, and is one of the oldest cities known to man. Since the tenth century, the Jewish people have called this their spiritual center, and both Islam and Christianity have many ancient sites within these walls. Some of these include the Church of the Holy Sepulchre (constructed during the fourth century by Roman Emperor Constantine I) and the Dome of the Rock (constructed during the seventh century by an Umayyad caliph). At the beginning of the twelfth century, Jerusalem was sieged during the First Crusade, before Salah al-Din returned to rout the Crusaders in 1187. At every turn, structures of enormous historical significance reach skyward, and it is in this mixture of cultures that your true path is revealed.

District	First Entrance	Assassination Target
Poor	Memory Block 4	Majd Addin
Middle	Memory Block 6	Robert de Sable
Rich	Memory Block 3	Talal

Notable Data \ Jerusalem Gallery

Defense Forces \ Saracen Guards



They wear the Saracen regalia and will attack if your cover is blown.

Defense Forces \ Templars



Ten Knights Templar are located within the city (three in the Poor, three in the Middle, and four in the Rich Districts) and will attack on sight.

Citizens \ Scholars



They wear white robes and allow you to Blend with them, useful for accessing high-security areas.

Citizens \ Vigilantes



Dressed in black robes, these men will distract and restrain Guards that are chasing you.

Assassins \ Informers



These cloaked figures offer critical information on your Target, but you must complete a Challenge for them before they'll talk.

Citizens \ Courageous Citizens



These citizens carry Throwing Knives that can be Pickpocketed to replenish your stock.

Citizens \ Beggars



The poor occupy high-traffic areas, pleading for coins from passersby.

Citizens \ Trouble Makers



These citizens wander about aimlessly and will shove you if you get too close.

Hiding Spots \ Roof Gardens



Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches



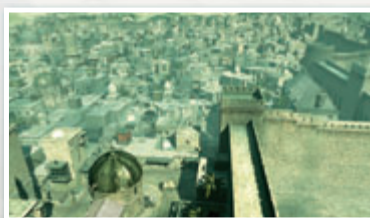
Place of Interest 09 \ Jerusalem \ Poor District



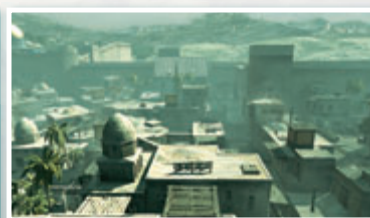
Overview \ The Poor District

A compact area to the south of the city, where tenants live in the shadow of dozens of winding alleyways, the Poor District is interspersed with some recognizable landmarks. Perhaps the most legendary is the execution courtyard on the opposite side of the Dome of the Rock's perimeter wall. The southeastern part of this area houses a Synagogue, there are two Christian Chapels to find, and there's a Crusader Guard Tower in the northwestern corner, plus a large Mosque near the southwestern gates.

Area 01 \ Southeastern Area



Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Traffic: Light

Security: Moderate

Controlling Faction: Saracens

View Points: 3

Investigations: 4

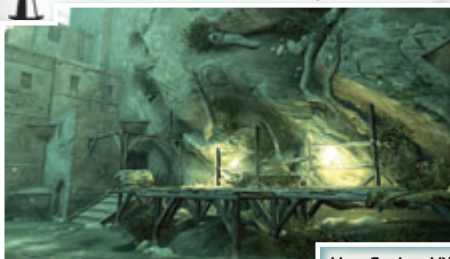
Save Citizens: 3

The eastern portion of the Poor District isn't wide, but it is long and features many alleyways you can dart into (and, if you're not careful, get lost in). The first View Point is an archway, and the street below is the main thoroughfare. The numerous Trouble Makers mean locating Scholars and keeping away from the more violent citizens is a priority if you are to remain stealthy. The execution stage is best approached from the roofs. The two other areas of interest are along the southern perimeter: a Jewish Synagogue in the southeastern corner and a Chapel to the south. Both feature a large number of Guards on the ground and on top of buildings.



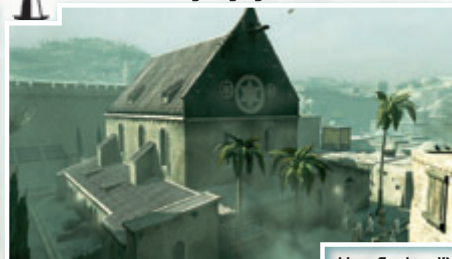
Key Landmarks

Execution Stage / Entrance to Solomon's Temple



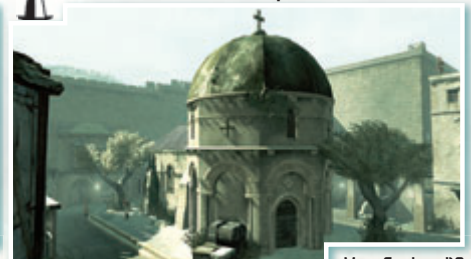
Map Sector: M12

Synagogue



Map Sector: K16

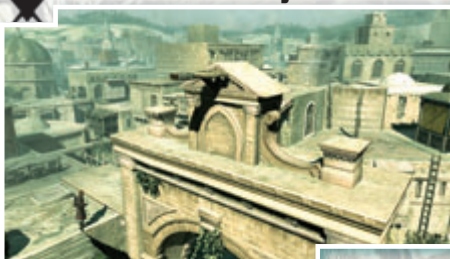
Domed Chapel



Map Sector: J18

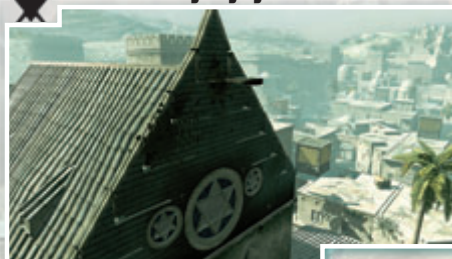
View Points

01 \ Archway



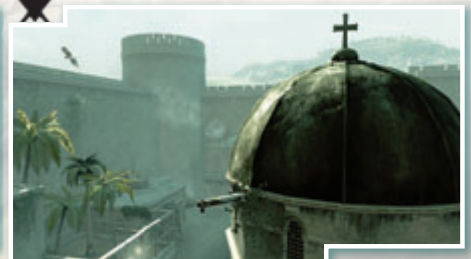
Map Sector: K12

02 \ Synagogue Roof



Map Sector: K16

03 \ Domed Roof



Map Sector: J18

Memory Block 4 Data \ Investigations

Memory Strand 03 \ Pickpocket



Map Sector: J15

Memory Strand 04 \ Pickpocket



Map Sector: L15

Memory Strand 06 \ Eavesdropping



Map Sector: I18

Save Citizen Investigations

Memory Strand 08 \ Assassination \ Majd Addin



Map Sector: M12

Save Woman



Map Sector: J16

Initial Guards: 4
Additional Guards: 1
Vigilantes Summoned: 6

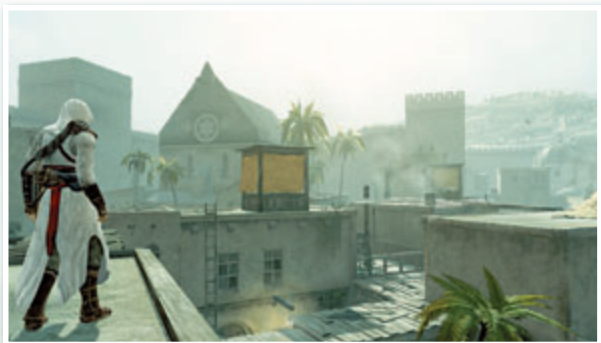
Save Woman



Map Sector: K14

Initial Guards: 4
Additional Guards: 1
Vigilantes Summoned: 5

Area 01 \ Maneuvering Advice



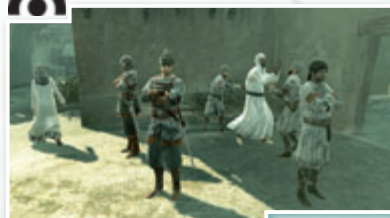
with only a few Archers posted mostly around the domed Church and Synagogue.

The northern steps leading to the domed Chapel are watched by three Guards who will not let you pass. Instead, use the wooden horizontal beams above to pass over their heads. You can also use rooftops to infiltrate this area from the west. Watch out for the Trouble Makers wandering around the Church; don't let them blow your cover!



This area is bordered by the Dome of the Rock to the east and a domed Church and Synagogue to the south. The cramped alleyways in between are rather quiet, making them easy to navigate. This can be a good place to lose pursuers, especially if the area's Vigilantes have been summoned. The rooftops are fairly easy to travel across, too,

Save Scholar



Map Sector: K13

Initial Guards: 5
Additional Guards: 2
Scholars Summoned: 4





The Templar near the domed Chapel stands in the southeast corner of the courtyard, with clear fields of vision to the north and west. Use either the western or northern rooftops to sneak up on him. It may be necessary to eliminate a few Archers along the way. Drop down behind the Templar and stab him in the back. Calmly walk away from the body before the Guards arrive to investigate. If you don't eliminate him early on, he may blow your cover as you attempt the nearby Eavesdropping Investigation.

Area 02 \ Southwestern Area



Traffic: Moderate

Security: Moderate

Controlling Factions: Saracens

View Points: 3

Investigations: 3

Save Citizens: 5

The slightly larger western area features the same claustrophobic alleyways, although the northern east-west road is much wider and links the Guard Tower and Chapel. South and west is a large Mosque with a big courtyard all the way around it and gates for you to flee to if the main exit becomes impossible to reach. Near here is a wooden stage where orators speak their mind, and there's a long north-south road that also goes through a raised alleyway to reach the Guard Tower. The larger streets of the Middle District are visible, but unable to be reached until much later into your adventure.



Area 02 looking north



Area 02 looking east



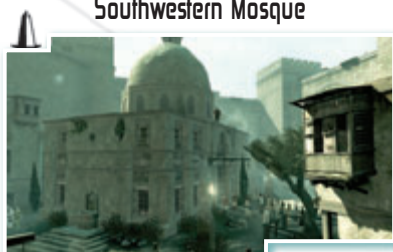
Area 02 looking south



Area 02 looking west

Key Landmarks

Southwestern Mosque



Map Sector: E18

Southwestern Gate



Map Sector: D18

Courtyard Stage



Map Sector: F17

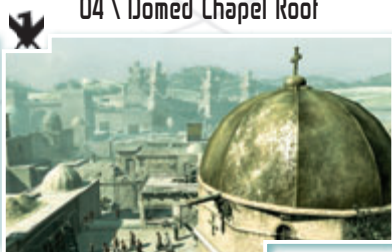
View Points

Domed Chapel



Map Sector: H15

04 \ Domed Chapel Roof



Map Sector: H16

05 \ Guard Tower

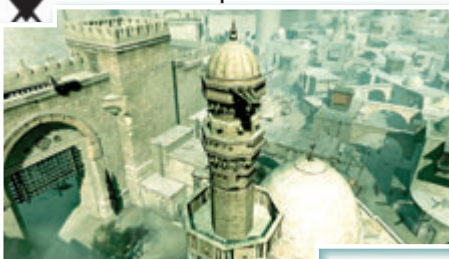


Map Sector: G14

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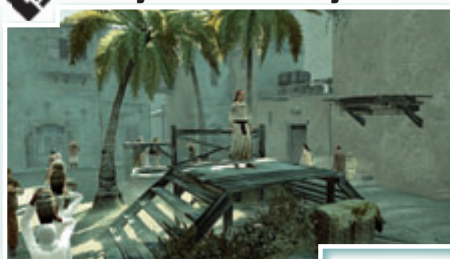
Memory Block 4 Data \ Investigations

06 \ Mosque Minaret



Map Sector: E18

Memory Strand 01 \ Interrogation



Map Sector: F17

Memory Strand 02 \ Informer



Map Sector: F15

Targets: 2

Time Limit: None

Save Citizen Investigations

Memory Strand 05 \ Informer



Map Sector: E17

Targets: 3

Time Limit: None

Save Woman



Map Sector: I12

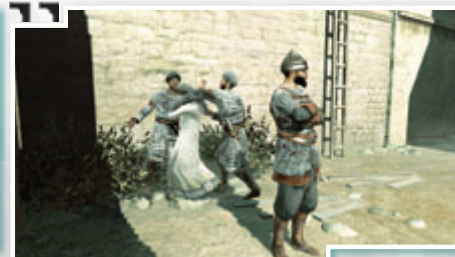
Initial Guards: 3

Additional Guards: 0

Vigilantes

Summoned: 5

Save Woman



Map Sector: I13

Initial Guards: 3

Additional Guards: 0

Vigilantes

Summoned: 4



Save Woman



Map Sector: H14

Initial Guards: 4

Vigilantes

Additional Guards: 1

Summoned: 4



Save Woman



Map Sector: H17

Initial Guards: 4

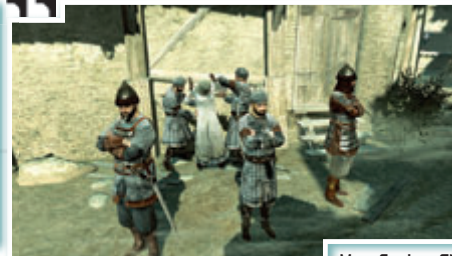
Vigilantes

Additional Guards: 2

Summoned: 6



Save Woman



Map Sector: G15

Initial Guards: 5

Vigilantes

Additional Guards: 3

Summoned: 6

Area 02 \ Maneuvering Advice



The security in this area is highest near the Guard Tower, domed Chapel, and southwestern gate, making it difficult to transition from the streets to the rooftops. Stick to the streets; one useful route is the street running along the city's southern wall. This is a safe east-west thoroughfare allowing you

to quickly navigate the southern edge of the city. When heading north or south, use the narrow street just west of the domed Chapel's grounds. Don't underestimate the value of Vigilantes in this area, either. Save the women here to form a large contingent of Vigilantes to aid in your escapes.

The grounds surrounding the Mosque and domed Chapel are the most congested in this area, frequented by Beggars, Trouble Makers, Courageous Citizens, and plenty of Guards and Archers. Keep a low profile while moving through these areas, and don't attempt to climb anything until you've cleared out some of the Archers.



A Templar stands guard on a rooftop at map sector H17, near the city's wall. This is a rather isolated area, so fight him toe-to-toe if he spots you. Just don't lead him on a chase through the more heavily guarded areas. It's possible to sneak up behind him for a stealthy kill, if you'd rather. If you don't attack him

first, he may blow your cover as you advance along the southern street.

Additional Memories \ Templars



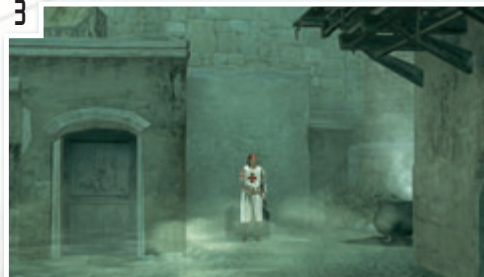
The Templar stands underneath a low-hanging awning. Climb the building to the northeast and make your way to the rooftop just above it (you may need to kill a Guard). Drop down to the awning and then to the ground, just behind the Templar's right shoulder. He won't realize what happened until he passes to the other side.

2



This Templar stands on a walkway on the first-floor roof. Unfortunately for him, the second-story rooftops that he's backed up against make your job much easier. Hang, but don't Drop, from the building behind the Crusader—you're able to Assassinate him in style.

3



The long, low building behind the Templar provides perfect cover for your approach. Climb the northern end of the structure and walk to the southern edge. Drop down to the Templar's left, between the end of the building and the city wall. You're in a perfect position to Assassinate him. Just be cautious of the rooftop Guard to the southwest.

Additional Memories \ Jerusalem Crosses (34)

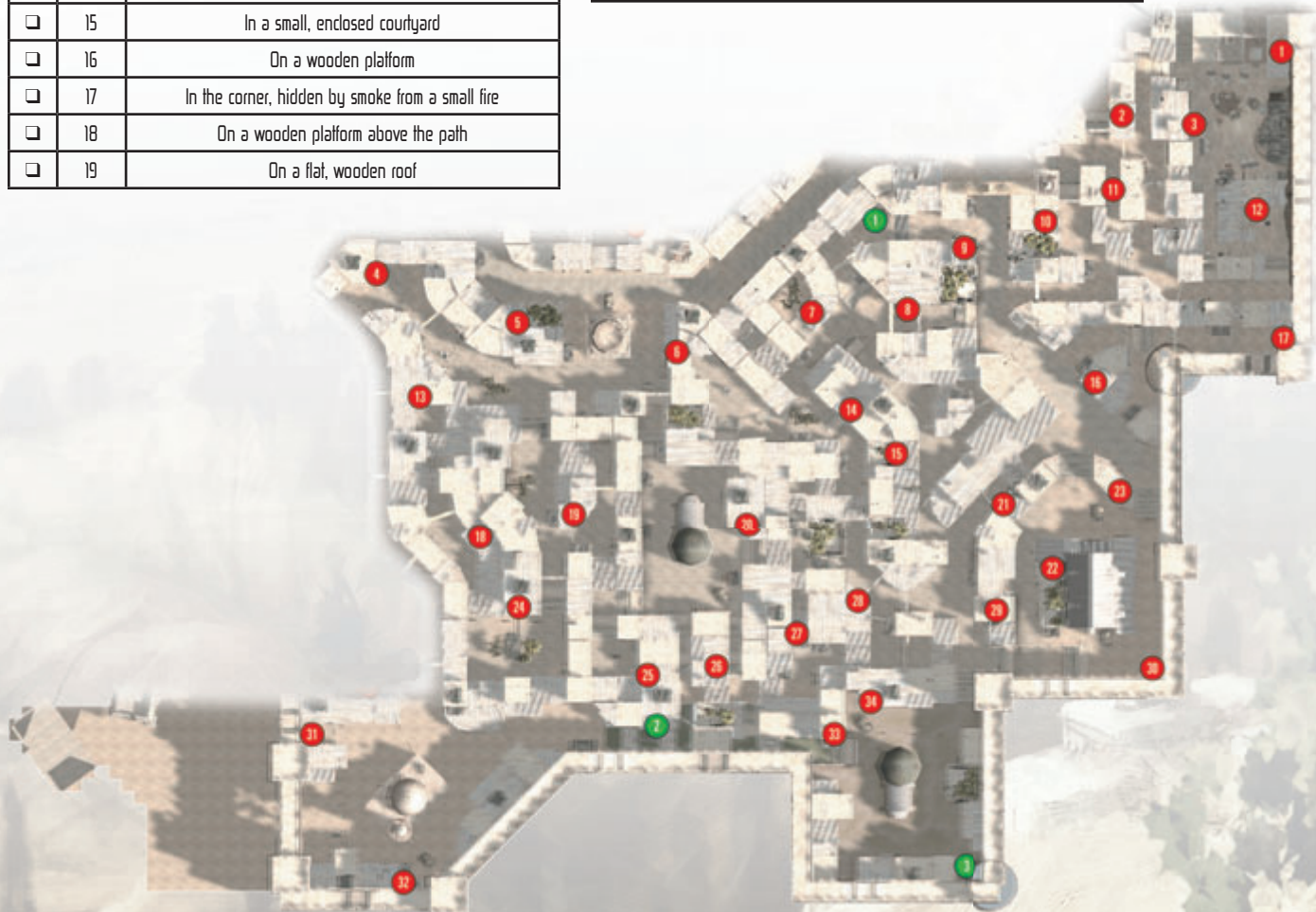


Note All Jerusalem Crosses in the Poor District are collectible by Memory Block 4.

Flag Checklist

✓	Flag #	Description	☐		
<input type="checkbox"/>	1	On the roof	<input type="checkbox"/>	20	In a small roof cutout
<input type="checkbox"/>	2	On the roof, on top of a small outcropping	<input type="checkbox"/>	21	On top of a wooden pole
<input type="checkbox"/>	3	On a small, wooden overhang	<input type="checkbox"/>	22	Inside and to the left of the temple
<input type="checkbox"/>	4	On a small, wooden overhang, next to a large archway	<input type="checkbox"/>	23	On the roof, with a Guard
<input type="checkbox"/>	5	In a small, enclosed courtyard	<input type="checkbox"/>	24	On a wooden platform, next to a chicken cage
<input type="checkbox"/>	6	On the roof	<input type="checkbox"/>	25	In a small porch above the path
<input type="checkbox"/>	7	On a wooden platform next to a stairway	<input type="checkbox"/>	26	In a small, enclosed courtyard, behind the Bench
<input type="checkbox"/>	8	On top of a small set of dirt stairs	<input type="checkbox"/>	27	Under a raised, wooden platform, next to some baskets
<input type="checkbox"/>	9	On a wooden platform just above an enclosed courtyard	<input type="checkbox"/>	28	Above the path, next to an archway bridge
<input type="checkbox"/>	10	In a small alleyway, next to some wicker baskets	<input type="checkbox"/>	29	On the roof, with a Guard
<input type="checkbox"/>	11	In a small alley	<input type="checkbox"/>	30	On top of a vine-covered roof
<input type="checkbox"/>	12	On a wooden overhang	<input type="checkbox"/>	31	In a small alley
<input type="checkbox"/>	13	In a small cutout in the rooftops	<input type="checkbox"/>	32	In a small, fenced-in area
<input type="checkbox"/>	14	In a small, enclosed courtyard	<input type="checkbox"/>	33	On a small, vine-laden, wooden ledge
<input type="checkbox"/>	15	In a small, enclosed courtyard	<input type="checkbox"/>	34	On a wooden ledge
<input type="checkbox"/>	16	On a wooden platform			
<input type="checkbox"/>	17	In the corner, hidden by smoke from a small fire			
<input type="checkbox"/>	18	On a wooden platform above the path			
<input type="checkbox"/>	19	On a flat, wooden roof			

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Place of Interest 10 \ Jerusalem \ Middle District



Overview \ The Middle District

An oddly shaped District to be sure, but of no less importance than the other sections of this ancient city. The Middle District is bustling with life, and there's an odd truce going on, with Crusaders and Saracens gathered together to pay respects to a recently slain Regent (who died by unknown hands). As you'd expect, the Guards are most wary and prone to violence if they see you. Great care must be taken while negotiating the wide north-south street that turns westward at the Church of the Holy Sepulchre and finishes at the cemetery outside the impressive David's Citadel.

Area 01 \ Hospital Quarter



Traffic: Light

Security: Moderate

Controlling Faction: Saracens

View Points: 2

Investigations: 1

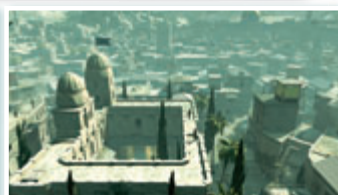
Save Citizens: 1

A small zone, but one with a lot of potential for violence due to the well-guarded Hospital. Scale and move around the buildings surrounding the Hospital for the safest way to secure this area. Expect over a dozen foes to storm the courtyard below if you pick a fight. The remainder of this area offers access to the other areas in both this District and the Rich District, along with the Assassin's Bureau. As always, rooftop prowling is optimal, as long as you have Throwing Knives to bring down the numerous Archers.

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Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Key Landmarks



Hospital

Map Sector: G7-G8

View Points



01 \ Steeple

Map Sector: I10



02 \ Hospital Tower

Map Sector: H7

Memory Block 6 Data \ Investigations



Memory Strand 02 \ Pickpocket



Map Sector: G8

Save Citizen Investigations



Save Scholar



Map Sector: H7

Initial Guards: 3

Additional Guards: 0

Scholars

Summoned: 4

Area 01 \ Maneuvering Advice



The Hospital is the site of the area's heaviest traffic and security. Citizens, Beggars, Courageous Citizens, and Guards are walking along the streets encircling the Hospital. Unless you like confronting Archers, stay on the ground. The streets to the east are far less congested and more secure, allowing for safer rooftop navigation. These rooftops are also a good way to reach the Bureau in the Rich District.

If you wish to climb the Hospital tower unseen, you'll need to eliminate at least one of the Archers on the surrounding rooftops. Even if you're spotted, you can reach the top, Synchronize, then Leap off the perch into the Hay Cart below to end the alert. Just keep moving to evade the incoming arrows.



The area around the Hospital is very congested. A pair of Guards stand at the northern and southern entrances to the Hospital. Distract the Guards at one of these entrances so they leave their Guard Post; this is just one way to get in. Perform a Low Profile assassination on one of the lone Guards patrolling around the Hospital so his body falls within sight of the Guards at the entrance. Several Trouble Makers are inside the Hospital. If they become too troublesome, either Tackle or Punch them. Punching them will result in the loss of Synchronization Blocks, but it will also cause the targeted Trouble Maker to run out of the Hospital.

Area 02 \ Guard Tower and Gate

Traffic: Light

Security: Heavy

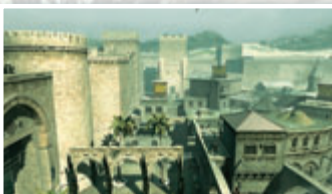
Controlling Faction: Saracens

View Points: 1

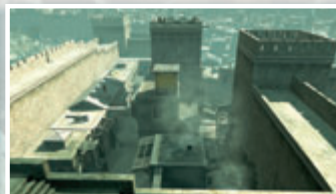
Investigations: 1

Save Citizens: 1

The Guard Tower is on a raised section of the streets and features ominous and narrow alleyways. Until, that is, you realize Scholars allow you to move about this area unimpeded. Otherwise, a series of alleyways gives way to crenelations around the Guard Tower, and Guards that are very aggressive in tackling you if you're spotted on the roof. The large courtyard to the south, adjacent to the city gate, is the place to mingle and begin a route southward, down a main thoroughfare that heads all the way to the Citadel.



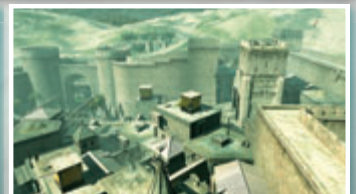
Area 02 looking north



Area 02 looking east



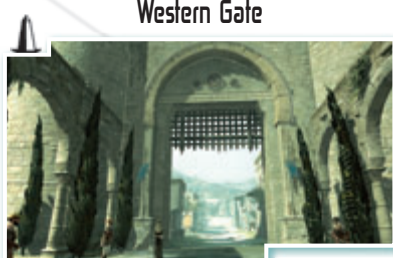
Area 02 looking south



Area 02 looking west

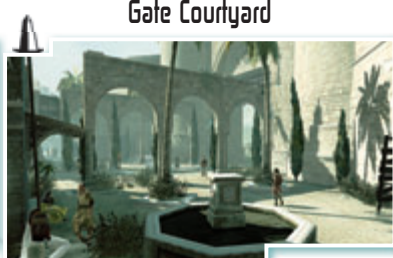
Key Landmarks

Western Gate



Map Sector: C10

Gate Courtyard



Map Sector: D10

Guard Tower Sector



Map Sectors: C8-D8

View Points

03 \ Guard Tower



Map Sector: C6

Memory Block 6 Data \ Investigations

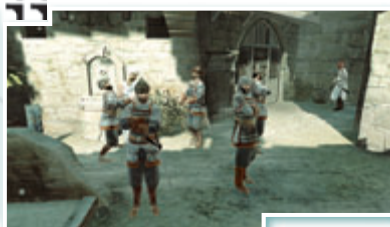
Memory Strand 01 \ Eavesdropping



Map Sector: C7

Save Citizen Investigations

Save Scholar



Map Sector: E8

Initial Guards: 5

Additional Guards: 1 Templar

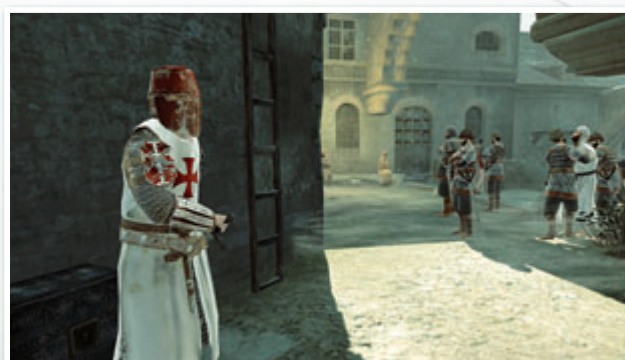
Scholars Summoned: 4

Area 02 \ Maneuvering Advice



The key structures here are the Guard Tower and the city's western gate. Like most gates, this one is watched by Guards and Beggars, so try to detour this area unless you're looking for a quick way to reach the Kingdom. The security around the Guard Tower is extreme; in its own walled-off area, and surrounded by Guard Patrols and Archers; the most heavily defended View Point in the city.

Before saving the Scholar at map sector E8, kill the Templar in the nearby alleyway. Climb down the ladder behind the Templar and stab him in the back. If you try to save the Scholar first, the Templar will join the fight, making the battle much more difficult than necessary.



The Guard Tower area is heavily defended by Archers on the surrounding rooftops and Guards on the ground. Bypass the three Guards at the entry point by climbing to the roof of the building at map sector D9, just north of the western gate. This will get you near the tower, but you'll still need to clear out some Archers before attempting the climb. Three more Archers wait at the top.

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Area 03 \ Western Quarter and Citadel



Traffic: Moderate
Security: Heavy
Controlling Faction: Saracens
View Points: 4
Investigations: 5
Save Citizens: 4

Two historical landmarks—David's Citadel and the Church of the Holy Sepulchre—dominate this area, although there is a Chapel with a good-sized courtyard around the base of it, too. When you're not avoiding the heavy Guard presence, investigate the two main north-south streets with alleyways running east and west off them. In the southwest corner is the Citadel itself, which cannot be entered, but the perimeter can be breached and the cemetery inspected.



Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

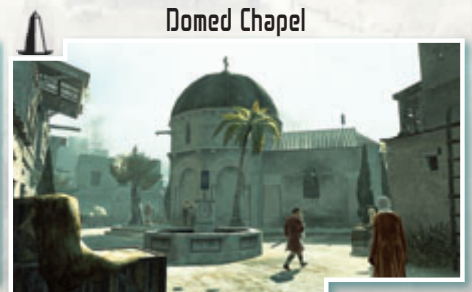
Key Landmarks



Map Sector: E11-E12



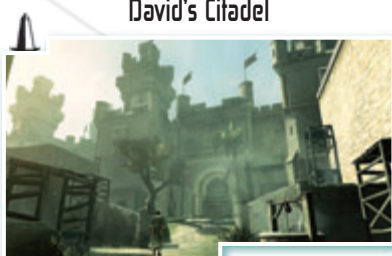
Map Sector: D12



Map Sector: H12

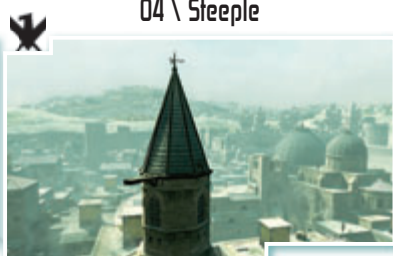
View Points

David's Citadel



Map Sectors: D15-D16

04 \ Steeple



Map Sector: F10

05 \ Domed Roof



Map Sector: H12

06 \ Damaged Church Tower



Map Sector: E12

07 \ Steeple



Map Sector: E15

Memory Block 6 Data \ Investigations

Memory Strand 03 \ Interrogation



Map Sector: F12

Memory Strand 04 \ Informer



Map Sector: G10

Targets: 5

Time Limit: 5 Minutes

Memory Strand 05 \ Informer



Map Sector: D12

Targets: 2

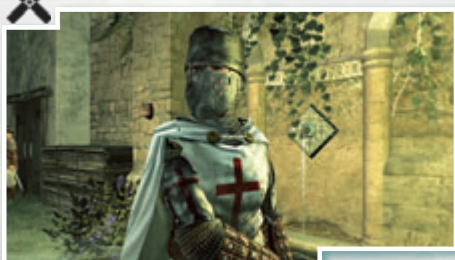
Time Limit: 3 Minutes

Memory Strand 06 \ Pickpocketing



Map Sector: I12

Memory Strand 08 \ Assassination \ Robert de Sable



Map Sector: D16

Save Citizen Investigations

Save Woman



Map Sector: F9

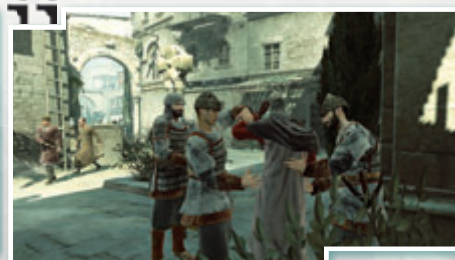
Initial Guards: 4

Additional Guards: 1

Vigilantes

Summoned: 7

Save Woman



Map Sector: H10

Initial Guards: 3

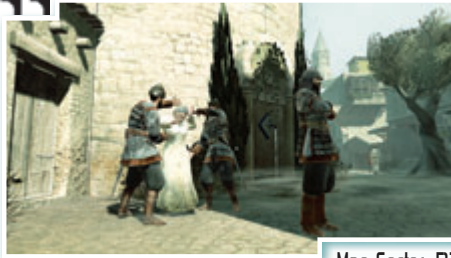
Additional Guards: 4

Vigilantes

Summoned: 7

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Save Woman



Map Sector: F13

Initial Guards: 3 Vigilantes
Additional Guards: 1 Summoned: 6

Save Woman



Map Sector: E14

Initial Guards: 5 Vigilantes
Additional Guards: 1 Summoned: 6

Area 03 \ Maneuvering Advice



The largest and most vibrant area of the Middle District. Save the four women from their Guard tormentors. Due to the large number of Archers, stay on the streets, and securing a large Vigilante force will pay off later when you need to lose Guards. Once all the Vigilantes have been summoned, make this area your default hideout in the Middle District. When combined with the Vigilantes in Area 02 of the Poor District, you're all but guaranteed safe passage through the southwest corner of the city.



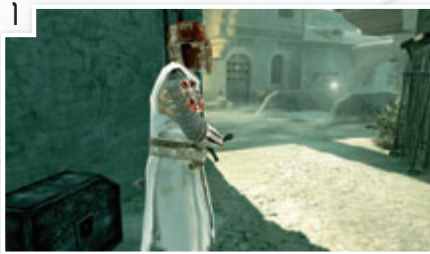
Most of the streets in this area run east and west. The most useful north-south thoroughfare is the one running along the city's western wall, connecting the western gate to the southwestern gate in the Poor District. Despite the occasional traffic jam, this is the fastest way to move along the western edge of the city.

The Church of the Holy Sepulchre is swarming with Guards and Archers. You can evade most of the Church's security by approaching the damaged tower from the west. A series of ladders makes for an easy climb, plus you can use the massive dome to mask your movements.



The Trouble Makers in the Church's western courtyard could blow your cover if they push you into one of the many patrolling Guards. To be on the safe side, stop moving and Blend when a Guard is nearby. If you stand still or keep your distance, the Trouble Makers won't shove you.

Additional Memories \ Templars



The Templar stands guard in a small alcove just north of the main thoroughfare. Approach him from the east, sticking close to the wall, and you'll be able to get within range to Assassinate him.



For the best chance of sneaking beneath this Templar's notice, stay close to the wall and approach him from the northwest.

Advance from the north and you'll be able to Assassinate this Templar from atop the small box that sits between you and your target.



Additional Memories \ Jerusalem Crosses (33)



All Jerusalem Crosses in the Middle District are collectible by Memory Block 6.

Flag Checklist

✓	Flag #	Description
<input type="checkbox"/>	1	In a small, walled-in area, on a tiled roof
<input type="checkbox"/>	2	On a small scaffold in the corner
<input type="checkbox"/>	3	On a wooden overhang, hidden between the buildings
<input type="checkbox"/>	4	On the roof; watch for the Guards
<input type="checkbox"/>	5	On an overhang
<input type="checkbox"/>	6	On an overhang in a small courtyard
<input type="checkbox"/>	7	On a tiled roof
<input type="checkbox"/>	8	In the middle of a stairway, on top of a box
<input type="checkbox"/>	9	Next to a small fountain at the top of a staircase
<input type="checkbox"/>	10	On top of an ivy-covered overhang
<input type="checkbox"/>	11	Inside a small porch, on the roof
<input type="checkbox"/>	12	On the roof, on top of a small, tiled outcropping
<input type="checkbox"/>	13	In the corner, next to a table and a rug on the wall
<input type="checkbox"/>	14	On the roof, hidden behind boxes and next to a small porch
<input type="checkbox"/>	15	On a fountain in the wall
<input type="checkbox"/>	16	On a small porch on the roof; watch for Guards
<input type="checkbox"/>	17	On an ivy-covered overhang
<input type="checkbox"/>	18	On a small archway high above the pathway
<input type="checkbox"/>	19	On a wooden overhang next to a high arch
<input type="checkbox"/>	20	On a porch above the small pathway
<input type="checkbox"/>	21	In the corner of a small, enclosed courtyard with a Bench
<input type="checkbox"/>	22	In the corner of a small alley, on a table
<input type="checkbox"/>	23	In a dark corner, on the roof of the domed Church

<input type="checkbox"/>	24	On the roof of the Church, next to a square building
<input type="checkbox"/>	25	Next to some boxes, on a small porch
<input type="checkbox"/>	26	On top of a small cart, with several crazies wandering the pathway
<input type="checkbox"/>	27	On a small porch overlooking the pathway
<input type="checkbox"/>	28	On a tiled roof, above #27
<input type="checkbox"/>	29	On top of a fountain
<input type="checkbox"/>	30	On the tiled roof of the domed temple
<input type="checkbox"/>	31	On a wooden platform next to a stairway
<input type="checkbox"/>	32	In a small courtyard next to a Hay Cart
<input type="checkbox"/>	33	On top of a wooden pole

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Place of Interest 11 \ Jerusalem \ Rich District



Overview \ The Rich District

The Rich District—the first location you enter when you set foot in Jerusalem—is around the size of the other two Districts combined and features some of the most impressive architecture you'll find in the Holy Land. Dominating the southern part of the District is the seventh century Mosque called the Dome of the Rock. North is a large market area and a church by the entrance gates. To the northeast is a walled area known as the Barbican, where a ruthless slave trader called Talal runs his operation. The middle of the city is a crisscross section of alleyways, whereas the northwestern area features a large Souk, numerous courtyards, and another Church (with a graveyard—both Church and graveyard can be entered).

Area 01 \ Entrance and Barbican



Traffic: Moderate

Security: Heavy

Controlling Faction: Saracens

View Points: 3

Investigations: 2

Save Citizens: 3

Step through the gates into the small market area, which is dominated by a church with a bell tower. The buildings to the north and east run the perimeter wall, and to the west allow you access to the interior area of the Barbican. The Barbican has two entrances, both of which can be negotiated in a variety of ways. The main east-west thoroughfare from the gates lead directly to the Souk, with a couple of streets leading you north to the Barbican.

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Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Key Landmarks



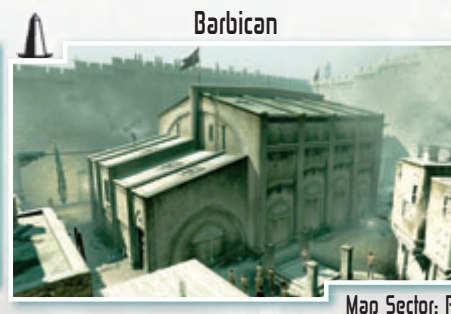
Bab Ariha Gate

Map Sector: R6



Saint Anne's Church

Map Sector: P5



Barbican

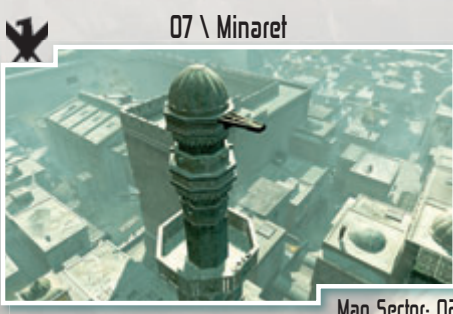
Map Sector: P3

View Points



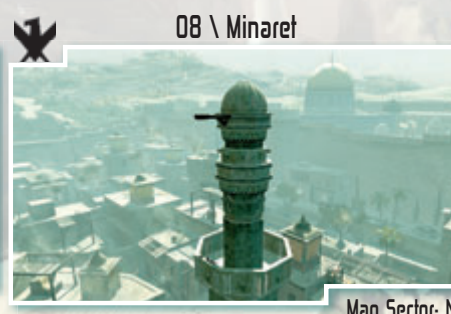
01 \ Saint Anne's Bell Tower

Map Sector: P6



07 \ Minaret

Map Sector: 02



08 \ Minaret

Map Sector: N7

Memory Block 3 Data \ Investigations

Save Citizen Investigations

Memory Strand 02 \ Interrogation



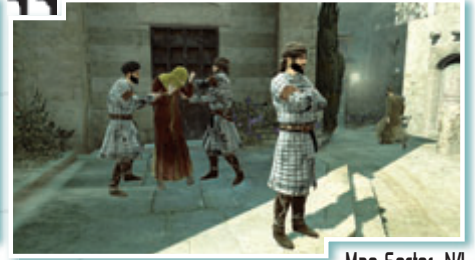
Map Sector: P6

Memory Strand 08 \ Assassination \ Talal



Map Sector: P3

Save Woman



Map Sector: N4

Initial Guards: 3

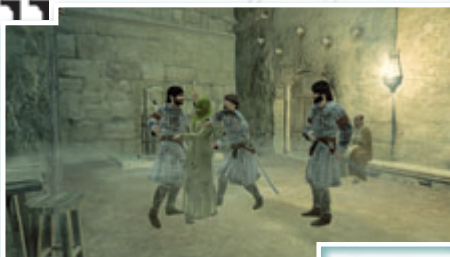
Additional Guards: 1

Vigilantes

Summoned: 6



Save Woman



Map Sector: Q2

Initial Guards: 3

Additional Guards: 0

Vigilantes

Summoned: 4



Save Scholar



Map Sector: P5

Initial Guards: 5

Additional Guards: 1

Scholars Summoned:

4

Area 01 \ Maneuvering Advice



The varying levels of security require constant situational awareness when moving through this area, particularly when transitioning from streets to rooftops. The heaviest security is clustered around the Bab Ariha Gate, Saint Anne's Church, and the Barbican. This includes posted Guards, patrols on the streets, and Archers on the rooftops. Although crowded, the streets and alleyways in these northern areas are your best means of getting around. Far less security is posted to the south in the area between Saint Anne's Church and the Dome of the Rock. Feel free to take the high ground here.



Enclosed courtyards are common in this area, particularly around Saint Anne's Church. These are good spots to lose pursuers. Rush inside to break their line of sight, then sit down on a Bench to Blend.



All entry points to the Barbican are well guarded. The easiest way in is to defeat the Guards harassing the Scholar at map sector M4. The four Scholars summoned after the fight will allow you to pass the Guards at the Barbican's main gate.

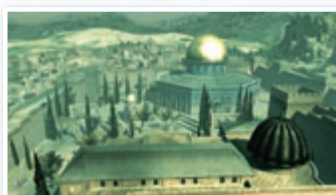
Area 02 \ Dome of the Rock



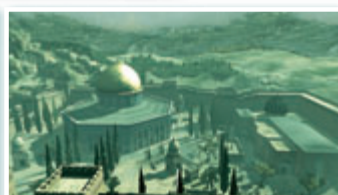
Traffic: Moderate
 Security: Moderate
 Controlling Faction: Saracens
 View Points: 1
 Investigations: 2
 Save Citizens: 2

At first, there is little else to do but gaze in wonder at the majesty of the Dome of the Rock—the gigantic Mosque with its own massive courtyard—and the southern Al-Aqsa Mosque. This area can be accessed provided you can negotiate the Guard Post at the northern or western entrance (the latter of which is accessed via Area 03). To the north, amid the alleys that lead back to the Church and gate, is a large market on a couple of different levels; this is a great place to lose enemies.

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Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Key Landmarks



Market

Map Sector: N9



Dome of the Rock

Map Sector: P10-P11



Al-Aqsa Mosque

Map Sector: N13-P13

View Points



02 \ Dome of the Rocks Roof

Map Sector: P11



Memory Strand 04 \ Pickpocket

Map Sector: N10



Memory Strand 05 \ Informer

Map Sector: N8

Flags: 20

Time Limit: 3 Minutes

Save Citizen Investigations



Save Woman



Map Sector: N13

Initial Guards: 3

Vigilantes

Additional Guards: 0

Summoned: 6



Save Scholar



Map Sector: P8

Initial Guards: 5

Scholars Summoned:

Additional Guards: 3

4

Area 02 \ Maneuvering Advice

The massive gold dome can be seen from all over, so use it as a reference point when moving along the city's rooftops. Entry points to the Dome are located on the northern and western sides of the perimeter wall. Both entrances are guarded, but it's not too difficult to bypass the security. A few Guards and Guard Patrols are located around the Dome, but this area is relatively open, with only a handful of citizens walking about. Still, maintain a low profile.



You can bypass the four Guards at the Dome's northern entrance by climbing up this ledge to the west of the northern steps. The same maneuver works at the western entrance.



A Templar stands in the southeast corner by the Al-Aqsa Mosque. With his back to the wall, the Templar can cover the two approaching alleyways, making it impossible to sneak up on him. You'll have to fight this one out toe-to-toe. Try to keep the fight isolated to this low-traffic corner to prevent Guards from joining in.

Area 03 \ Middle Area



Traffic: Moderate

Security: Moderate

Controlling Faction: Saracens

View Points: 2

Investigations: 1

Save Citizens: 3

What first appears to be a jumble of different-sized buildings soon becomes an intricate crisscrossing of streets and alleyways, with the Assassin's Bureau in the middle of it all. Of particular note are two District arches, one leading you into the Poor District and the other to the Middle District, both via the main streets in this area. Otherwise, be sure you learn where the main (and wide) street in Area 04 is to the north, so you know where you are. Also try and seek out the many small courtyards and exterior gardens where peace, solitude, and (most importantly) a Bench to Blend can be found.

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Area 03 looking north



Area 03 looking east



Area 03 looking south



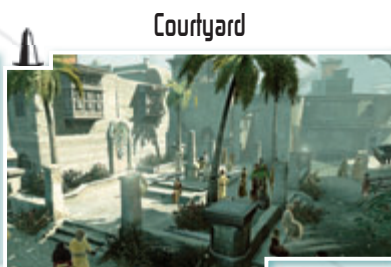
Area 03 looking west

Key Landmarks



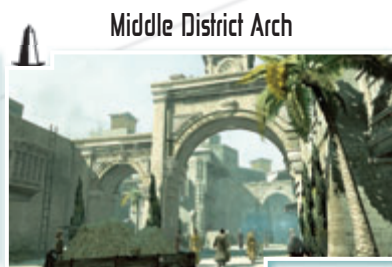
Assassin's Bureau

Map Sector: K9



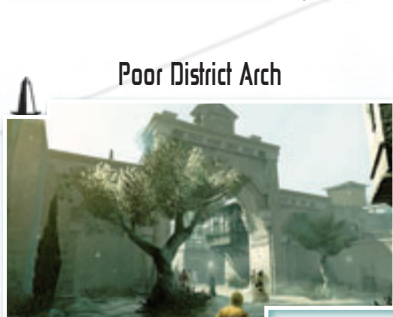
Courtyard

Map Sector: K9



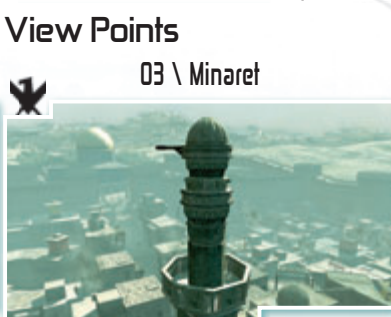
Middle District Arch

Map Sector: N0



Poor District Arch

Map Sector: K12



03 \ Minaret

Map Sector: K10



04 \ Guard Tower

Map Sector: K7

View Points

Memory Block 3 Data \ Investigations



Memory Strand 03 \ Pickpocket



Map Sector: J11

Save Citizen Investigations



Save Woman



Map Sector: M8

Initial Guards: 4

Additional Guards: 3

Vigilantes

Summoned: 6



Save Woman



Map Sector: K10

Initial Guards: 3

Additional Guards: 1

Vigilantes

Summoned: 7



Save Scholar



Map Sector: L10

Initial Guards: 5

Additional Guards: 1

Scholars

Summoned: 4

Area 03 \ Maneuvering Advice

The Bureau is positioned in the center of this area, not far from the Middle and Poor Districts. Rooftop security is relatively low around the Bureau. However, Archers are posted around the Guard Tower to the north and the minaret to the south. Drop to street level when moving in these directions. East and west travel, to and from the Bureau, is safe and easy along the rooftops.





The Guard Tower at map sector K7 is watched by four Archers positioned on the surrounding rooftops, one on each

side of the tower. Eliminate at least one of the Archers before attempting your climb. One more Archer waits at the top. Wait until his back is turned, then climb to the top for the stealthy kill.

The courtyard west of the Bureau is one of the most congested sections of this area, but it's also a good place to find a Bench. Choose

from one of the four Benches here (or the Roof Garden to the north) to lose your pursuers before entering the Bureau.



Area 04 \ Market Area



Traffic: Heavy

Security: Moderate

Controlling Faction: Saracens

View Points: 3

Investigations: 2

Save Citizens: 3

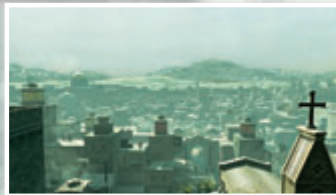
The northwest area is one with many buildings that stand out and can be explored. The largest of these is the Souk, entered via any of the four entrances on each of its sides, where the interior roofing can be Leaped across. Nearby is a Mosque that serves as an excellent landmark when you're looking for the main thoroughfare that runs east to west all the way to the northwestern gate. It's also a place to flee if combat is becoming unmanageable. At the northern part of this area is a church and graveyard, and another street heading west-east, allowing access toward the Barbican in Area 01.



Area 04 looking north



Area 04 looking east



Area 04 looking south



Area 04 looking west

Key Landmarks

Mosque



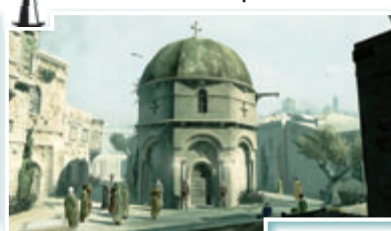
Map Sector: M5-N5

Souk



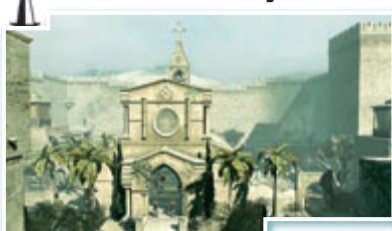
Map Sectors: J4-L5

Domed Chapel



Map Sector: J4

Church and Graveyard



Map Sector: K2

Northwest Gate



Map Sector: H5

View Points

05 \ Domed Roof



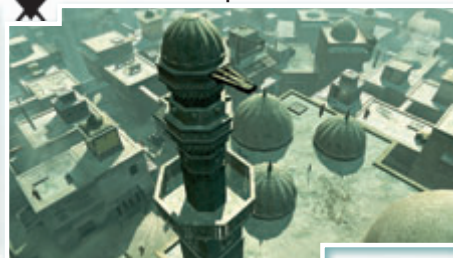
Map Sector: J4

06 \ Church Bell Tower



Map Sector: K2

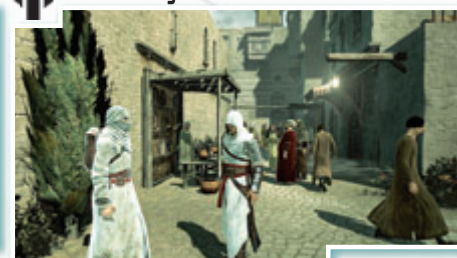
09 \ Mosque Minaret



Map Sector: N5

Memory Block 3 Data \ Investigations

Memory Strand 01 \ Informer



Map Sector: L4

Targets: 2

Time Limit: None

Save Citizen Investigations

Memory Strand 06 \ Eavesdropping



Map Sector: K2

Save Woman



Map Sector: M3

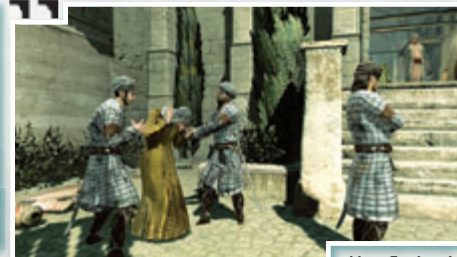
Initial Guards: 4

Additional Guards: 1

Vigilantes

Summoned: 6

Save Woman



Map Sector: L6

Initial Guards: 3

Additional Guards: 1

Vigilantes

Summoned: 4

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Save Scholar



Map Sector: J2

Initial Guards: 5

Scholars Summoned:

Additional Guards: 0

4

Area 04 \ Maneuvering Advice



The large Souk is the focal point of this area and is surrounded by several other key landmarks. Moving through the Souk can be slow, tedious, and potentially hazardous. Because of this, try to maneuver around the Souk or Free-step over the horizontal support beams inside. The best option for moving around this area is the Souk's rooftop. Given its large size and lack of Archers, this rooftop is the perfect central hub when moving along the high ground. From here you can reach almost any point in the area. Just watch out for Archers on the periphery.



Two Guards are posted at the entrance of the church at map sector I1. You'll need to distract them to slip inside. Perform a Low Profile assassination on one of the Guards outside the church, then walk inside as the two Guards at the entrance leave their post.



Partially concealed by crypts, tombstones, and trees, a lone Templar stands guard in the north-eastern corner of the cemetery at map sector L1. Approach from the west and climb to the top of the building in the corner to Drop down behind him. You must act quickly to pull off the easy kill.

Additional Memories \ Templars

The high structure behind this Templar is just what the Assassin ordered. Climb it and position yourself right above the target. Hang on the ledge (don't Drop) and perform an assassination.



Approach this Templar from the northeast and the assassination will go smoothly. Getting away without alerting the Guards is the difficult part.



There is no way to catch this Templar unaware. Engage him with sword drawn.



Backed in a corner, the Templar will notice you approach from any direction.

Additional Memories \ Jerusalem Crosses (33)



Note All Jerusalem Crosses in the Rich District are collectible by Memory Block 3.

Flag Checklist

✓	Flag #	Description
<input type="checkbox"/>	1	In a small alley next to the city wall, near a small cart
<input type="checkbox"/>	2	In the church, above you as you enter, on a beam
<input type="checkbox"/>	3	On the roof

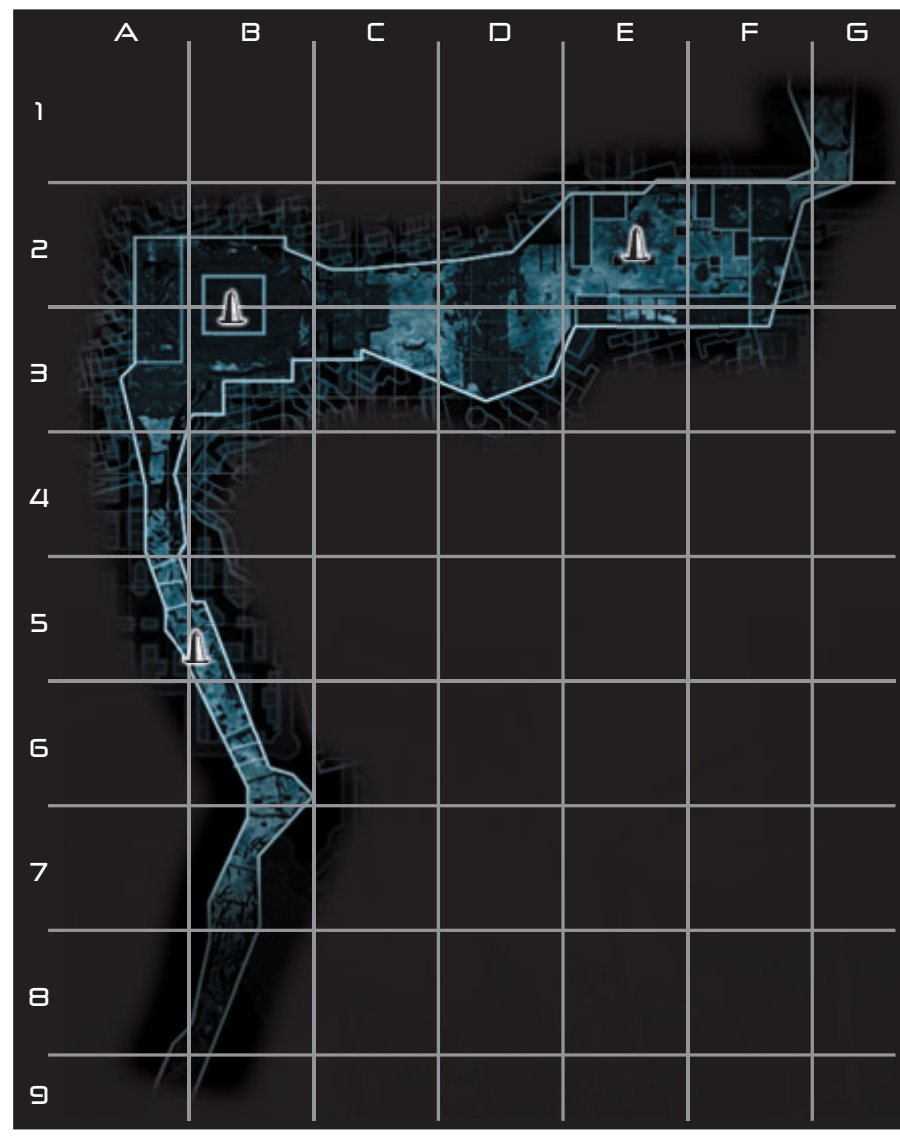
✓	Flag #	Description
<input type="checkbox"/>	4	On a wooden structure
<input type="checkbox"/>	5	On the rooftop
<input type="checkbox"/>	6	On a vine-covered structure, in a small garden structure
<input type="checkbox"/>	7	In a tiny alley between two large buildings
<input type="checkbox"/>	8	On the roof spine of the Barbican
<input type="checkbox"/>	9	In a small alley
<input type="checkbox"/>	10	On a small ledge
<input type="checkbox"/>	11	On the roof of the covered market
<input type="checkbox"/>	12	Ground level, near a table in the corner
<input type="checkbox"/>	13	On the roof of a building with four domes and a View Point tower
<input type="checkbox"/>	14	On top of a pole on the roof
<input type="checkbox"/>	15	On top of a roof right next to the city wall
<input type="checkbox"/>	16	On a ledge
<input type="checkbox"/>	17	On the ledge next to a small dome, with two Guards close by
<input type="checkbox"/>	18	On a ledge over a small courtyard

✓	Flag #	Description
<input type="checkbox"/>	19	On top of a pillar in a small courtyard
<input type="checkbox"/>	20	On a small balcony overlooking a small market area
<input type="checkbox"/>	21	On the roof behind a large stone-tiled block
<input type="checkbox"/>	22	Hiding in a bush, next to a merchant
<input type="checkbox"/>	23	On a post on the roof
<input type="checkbox"/>	24	Hidden in a small alley that dead-ends into the eastern wall
<input type="checkbox"/>	25	In a small area between rooftops
<input type="checkbox"/>	26	On a small stone porch, in a corner behind a spice rack
<input type="checkbox"/>	27	In a tight corner in the Temple Mount area
<input type="checkbox"/>	28	On top of the archway that leads into the large temple grounds
<input type="checkbox"/>	29	In front of the small obelisk
<input type="checkbox"/>	30	On the roof
<input type="checkbox"/>	31	In a small alleyway
<input type="checkbox"/>	32	On the roof
<input type="checkbox"/>	33	On the roof of the Al-Aqsa Mosque





Place of Interest 12 \ Solomon's Temple



Overview \ The Temple

Consecrated during the reign of David (King of Israel), Solomon's Temple is a religious focal point prone to raiders. It is situated on and under the area where the Dome of the Rock sits, although there is some discussion over which of two possible locations the original temple was located. Hundreds of years before your ancestor's time, King David made Jerusalem the center of his government, taking the fabled Ark of the Covenant and leaving the task of housing the relic to his son, Solomon. After consecration, the site became a place of pilgrimage.

Notable Data \ Solomon's Temple Gallery



Leader \ Robert de Sable



Leader of the Knights Templar and in charge of excavating the Temple treasure.



Defense Forces \ Crusader Guards



They wear the Crusader regalia and accompany Robert de Sable.

Important Areas and Advice

Key Landmarks



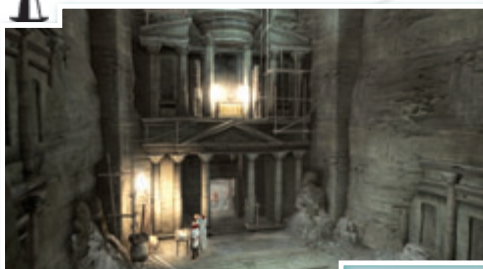
Southern Tunnel



Map Sector: A4-B8



Treasure Chamber



Map Sector: B2-B3



Eastern Tunnel



Map Sector: C2-F2

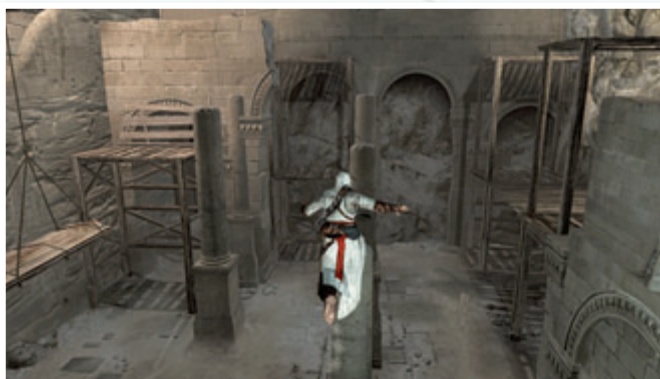
Maneuvering Advice



Note Solomon's Temple entrance may be in the Poor District of Jerusalem, but you can only reach or exit it during a specific Memory Strand in Memory Block 1.



In the southern tunnel, Free-step across the horizontal wooden beams to cross the two pits. If you fall down, use the ladders to climb back up and try again.



There are several ways to traverse the obstacles in the eastern tunnel. It's easiest to use the scaffolding on the northern and southern walls. A more challenging route awaits in the middle. Try crossing this area by Jumping across the pillars. Take some time to experiment Free-stepping and climbing here; there's no rush. At the top of the climbable wall, you're removed from this location.

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Place of Interest 13 \ Arsuf Plains



Overview \ Arsuf Plains

Arsuf is an ancient Fortress overlooking plains, located in what is now Israel. A fierce and massive battle between Richard the Lionheart and Salah al-Din took place on September 7, 1191. The initial Saracen attack began at nine in the morning, with Saracen forces launching arrows and javelins, mainly at the Knights Hospitalier ranks. Mounted Archers followed up and then retreated. As Richard's army marched to Arsuf, Saracens continued to provoke, and the Hospitaliers broke rank as they had to fire and retreat at the same time they brought up the rear.

Instead of falling to this harassment, and despite Richard's protest, the Hospitaliers charged. Unprepared Saracens weren't expecting this maneuver, and Richard ordered a strike along his line. A second charge, with Richard in the midst of battle, was successful. Salah al-Din attempted a counterattack at Richard's left flank, but the king regrouped, charged a third time, and scattered Salah al-Din's forces. Richard claimed Salah al-Din's camp, but ordered no more pursuits.

Notable Data \ Arsuf Plains Gallery



Leader \ Richard the Lionheart



The King of England, and leader of the Christian troops engaged in furious battle.



Leader \ Robert de Sable



Leader of the Knights Templar, and currently overseeing the battle at King Richard's side.



Defense Forces \ Saracen Guards



They wear the Saracen regalia and attack on sight.



Defense Forces \ Crusader Guards



They wear the Crusader regalia and will attack on sight.



Defense Forces \ Templars



Found at the Crusader Encampment, these Templars help defend Robert de Sable.

Important Areas and Advice

Key Landmarks

Crusader Convoy



Map Sectors: A3-G12

Saracen Archers



Map Sector: E6

Saracen Outpost



Map Sector: F6

Saracen Ambush



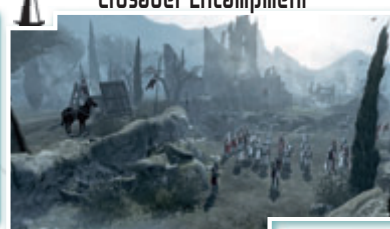
Map Sector: H8

Crusader Outpost



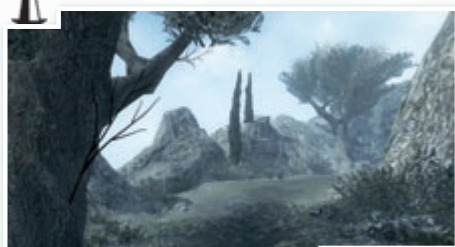
Map Sector: I11

Crusader Encampment



Map Sector: I13

Arsuf Exit



Map Sector: B2

Maneuvering Advice



The path is blocked by a Guard Tower and a tall fence at the Saracen Outpost. You must leave your horse behind and proceed on foot. Climb to the top of the Guard Tower and quickly initiate a sword fight with the Archers.



Saracens will ambush you on several occasions while moving between the two outposts. Take one battle and one fighter at a time. Most of all, be patient and stay on defense, using Throwing Knives as you engage and Counter Attacks when engaged.

Place of Interest 14 \ Abstergo Laboratory

Overview \ Abstergo Laboratory

Abstergo Industries has built a number of facilities around the globe for their clandestine research operations, and this one — in parts unknown — operates an impressive device known as the Animus in a central chamber. Study the layout of the floor and you may realize the nature of this organization. From this large chamber are two additional rooms; a conference area with a large viewing window, and a subject's bedroom and bathroom. The conference room, and all other parts of this facility, are off-limits.

Notable Data \ Abstergo Laboratory Gallery

Subject \ Desmond Miles



Bartender

Technician \ Dr. Warren Vidic



Abstergo Industries Employee

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Laboratory

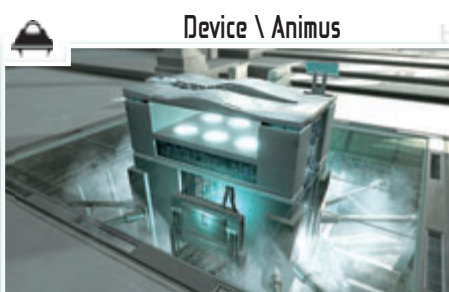
Important Areas and Advice

Key Landmarks



Assistant \ Lucy Stillman

Abstergo Industries Employee



Device \ Animus

Genetic Memory Manipulator



Animus Room



Animus Computer Terminal

Access is currently denied. This is the computer that Lucy uses to check data from the Animus and read her e-mails.



Dr. Vidic's Laptop

Sitting on his spacious glass desk, this laptop is off limits to all except the doctor, who accesses it via a device known as a Digipen.



Bedroom



Bathroom



Conference Room

On the large table in the middle of the conference room sits a second laptop, utilized by various high-level Abstergo personnel. Access is currently denied.



Conference Room Laptop

Maneuvering Advice



the windows. The door on the right leads to the bedroom and bathroom area; the door on the left leads to a conference room. The bedroom and bathroom are open at all times, but the conference room is off limits to memory retrieval subjects. The conference room security door seems to require a keycard of some kind....

The Animus room is the centerpiece of the Laboratory, with the Animus located at the center. Two doorways are across the room, opposite

Only a handful of objects in the Laboratory are interactive. Stand next to various objects and watch for an onscreen cue to appear; any button press initiates interaction. Standard interactive objects are the Animus device, the bed, and the sink in the bathroom. The interactivity of objects changes throughout the game, so keep exploring as you progress.



Walkthrough

Introductory Data \ How to Use this Chapter

Welcome to the Walkthrough section of this guide. Over the next 160 pages, plans and tactics regarding your entire adventure — both as Desmond Miles and Altair — are revealed with the seven Memory Blocks, along with multiple methods of solving every puzzle and Investigation, as well as locating every secret. Here's how the Walkthrough breaks down:

01. First, note the **DNA Synchronization Bar** on the top corner of every left-hand page. This shows you where you are in your adventure, and how many Synchronization Blocks you have available to you. As you progress, the earliest and optimal time to increase them is shown, until the Bar is filled.
02. Over on the top corner of every right-hand page is a series of **DNA Memory Strands**. These indicate all of the different Investigations throughout each Memory Blocks, and appear as they do in the Pause Menu and Animus. As you progress through a Memory Block, these strands are filled in, so you can quickly locate a Strand you require information on.
03. The initial part of each section shows what can be attempted in the Abstergo Laboratory, and after casting your DNA Memory back, what your briefing by Al Mualim is. A **Progression** list starts each section, showing what you're able to attempt prior to exiting the zone you are in. **Maps** are also shown, revealing only the pertinent information you need; for other information (such as Flags and Templars), consult the Tour of the Holy Land chapter.
04. Next comes the **Walkthrough** in greater detail: warnings, notes, and tips are shown, along with the best tactics for attempting each Investigation and Assassination. Once your Investigations are over inside the Memory Block, you are transported back to the Abstergo Laboratory, where any **snooping** you can attempt is recorded. This continues until the entire adventure is over.

Note The icons in the Map Legends are the same as those shown in the Tour of the Holy Land chapter. Refer to them throughout the course of the Walkthrough if you are unsure what an icon means.

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Memory Block 1

Garden of Paradise \ Unstable Memory



"I can't anchor him to the memory. Too much psychological trauma. He's rejecting the treatment. Retreating."

—Lucy Stillman

You walk a **Memory Corridor** of light. Moments later, you arrive in a brightly lit courtyard. Too brightly lit. Women gather around you, their faces blotted out, like ghosts. A shaft of light

pulses on the steps in front of you. You catch snippets of an older, menacing voice: "...and he that increaseth knowledge increaseth sorrow." The scene begins to shimmer. You hear a woman speaking about anchoring you to the memory.



Note Try the following maneuvers while in this Unstable Memory:

- * Walking
- * Running
- * Sprinting
- * Moving the Camera
- * Centering the Camera
- * Grabbing and Throwing
- * Tackling

Don't worry—there's plenty of time to perfect these moves later.

Damascus Market \ Unstable Memory



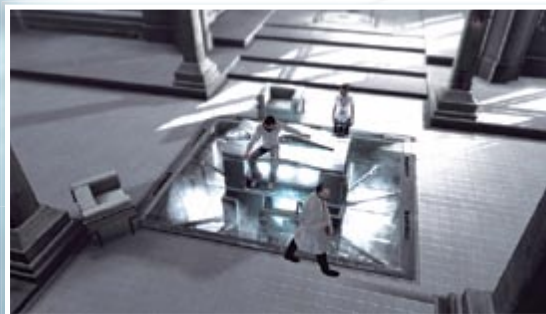
"Let me try and stabilize him," you hear a woman say before you're transported into a shimmering market square. There are citizens, a fountain, market stalls, and a tree. "Focus," a man's voice says. "Listen to the sound of my voice. Recognize that what you're seeing isn't real.... Just a picture of the past. It can't hurt you." You spend time staggering around, as images of **unfamiliar cities** flash through your mind.



Note The same maneuvers can be attempted as in the first Unstable Memory, but also try:

- * Grabbing and Throwing a citizen into a market stall so the stall collapses
- * Climbing and sitting atop the fountain
- * Leaping through the market stall, from one side to the other

Abstergo Laboratory \ Day 1 \ Morning



"Information? I'm a bartender, for crissakes! What do you want me to do, teach you how to mix a martini?!"

—Desmond Miles

You wake with a gasp on a slablike table attached to a terminal. "I told you he'd be fine," a doctor says as he looks at you. You want to know why you've been kidnapped. "You have information we need, Mr. Miles," the doctor responds coldly. "You're an Assassin. You've got something that my employers want." You are urged to return to the Animus, either willingly or in an induced coma. Lie down on the Animus, and wait for the visor to slide over and the Menu to appear.



There are **three cameras** with which to view the Animus.

your thumbstick). You speak with Dr. Vidic, who hypothesizes that "the human body not only houses an individual's memory—but the memories of his ancestors as well. Genetic memory, if you will." DNA functions as an archive, not only of genetic instructions, but memories as well. The Animus allows you to decode these DNA files. These are shown as **Strands** on your Menu. Lucy asks you to attempt to enter the Strands indicated by the **"Memory Locked"** message. Do so.

"What is a memory, Mr. Miles?" the doctor asks as you gaze up at the Animus Menu (which you can look back and forth at using





Memory Strand \ Exoteric \ Tutorial



Picture 1



Picture 2



Picture 3

You appear inside the Memory Corridor and a Tutorial begins. You are introduced to the following:

- DNA Synchronization: This bar measures your synchronization with your ancestor
- Puppeteering Concept: Head, Empty Hand, Armed Hand, and Legs
- How to look around using your Head
- How to maneuver through crowds (using a Gentle Push while walking—see picture 1)
- The tenets of High and Low Profiles and the HUD changes
- How to Grab and Throw a man, and how to steer your Throw
- How to Sprint
- The different Statuses of Social Stealth: Exposed, Cool Down, Vanishing, Vanished, and Anonymous
- The Witness indicator of Social Stealth: Yellow and Red
- Executing a Stealth Assassination
- Provoking a Soldier, breaking his line of sight, hiding in the Roof Garden so you're unseen, Vanishing, and becoming Anonymous
- The four different places to Blend: Benches between two people, Hay Stacks or Hay Carts, Roof Gardens, or among Scholars (all shown in picture 2)
- How to Blend
- Eagle Vision (picture 3)

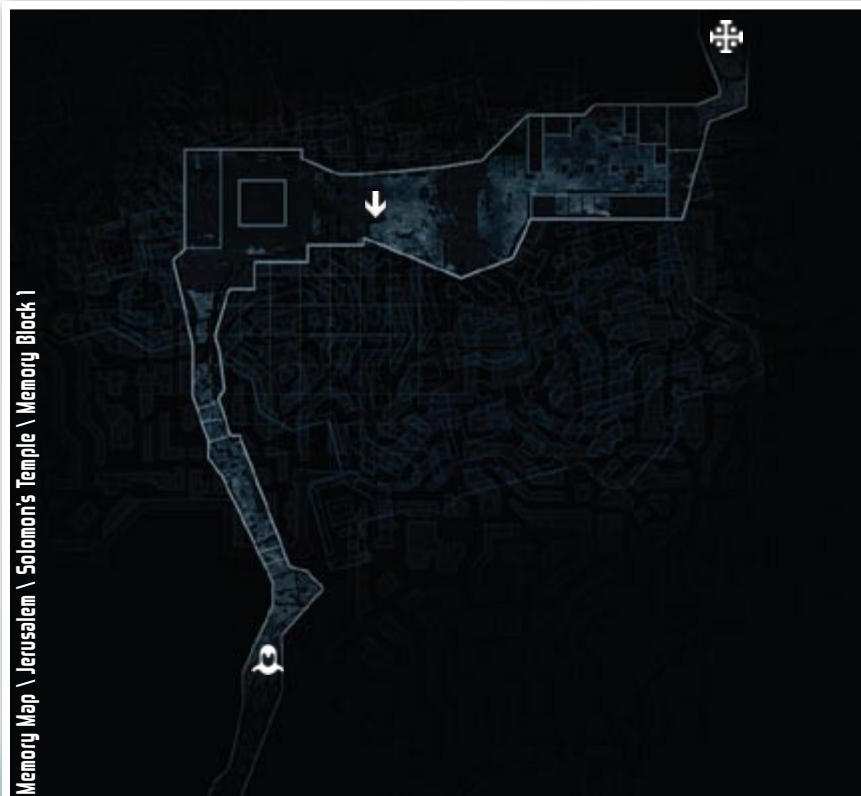
Afterward, you become fully Synchronized (13 Blocks) and are ready to enter your ancestor's memory.

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Tip In-depth use of these and other moves attempted during this Memory Block are explained in the Training chapter.

Solomon's Temple \ Jerusalem



"You know not the things in which you meddle, Assassin. I spare you only that you may return to your Master and deliver a message: The Holy Land is lost to him and his."

—Robert de Sable

Progression

Memory Strand 01 \ Acquisition




Note Memory Strands 01 through 04 must be completed in order.

✦ Memory Strand 01 \ Acquisition




An elderly man is killed. You and two other Assassins—Brothers Kadar and Malik A-Sayf—are standing in a tunnel. “An excellent kill. Fortune favors your blade,” Kadar remarks. Malik is annoyed, and says that he “would not have taken the

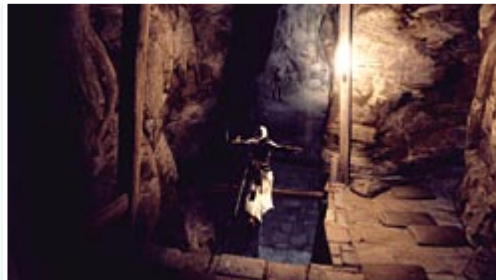
life of an innocent. What I would have done is follow the Creed.” The heated discussion moves on to the mission. “The Master believes the Templars have found something beneath the Temple Mount...” you say, as Malik scouts ahead. Kadar hopes it is treasure.

 There is a **Memory Glitch** during the discussion. Press any button when the glitch appears to gain a new perspective on the scene (as shown).



 **Tip** Be sure to access your **Memory Map**, which shows your position, a schematic of the Temple, and where you must move to, along with your current Status.

Malik is waiting for you at the end of this passage, which is punctuated by two steep drops into a murder hole below. Attempt **Free-step** moves across the beams, optionally moving back and forth so you understand how this ability works and that steering yourself is important. If you fall into a hole, use the ladder to climb out.




Malik beckons you to the end of the passageway. As the **Assassin Instructor**, you are to climb the ladder first, which is simple enough. Remember you can also climb down the ladder, or drop from it and then Grab it again. Practice this (although you’ll have ample opportunity later), then head to the ledge at the top.




leap on his back and slam the Blade through his neck). Whichever you choose, be sure you Target the foe first.



You move onto a high plinth above a large chamber. On the opposite side is a golden chest, breathtaking in its intricate carvings. “There. That must be the Ark.” The Assassins argue over whether this is the **Ark of the Covenant** or not, before listening to footfalls. Several Templars enter the chamber, including an imposing man: Robert de Sable. “I want us through this gate before sunrise!” he tells his entourage. “The sooner we possess it, the sooner we can turn our attention to those jackals at Masyaf.” You argue with Malik about whether to face down Robert. “You have already broken two tenets of our Creed,” Malik tells you. “Now you would break the third. Do not compromise the Brotherhood!”

 **Additional Data** The Ark of the Covenant is mentioned in the Hebrew Bible, and is said to contain the stone tablets with the Ten Commandments carved on them, built by God’s command. Some have speculated there were two Arks, and this one certainly appears ornate enough to house treasure of the ages...

 There are two **glitches** during your planning. The first shows a closer view of the Holy Ark (pictured). The second shows Robert de Sable discussing the removal of the Ark.



Ignore Malik and descend to the chamber below—either by leaping or climbing down one or both ladders—to face Robert and his men. You attempt an **assassination**, but Malik pushes you away at the last moment, allowing Robert to grab and hold you. “You know not the things in which you meddle, Assassin. I spare you only that you may



return to your Master and deliver a message: The Holy Land is lost to him and his. He should flee now, while he has the chance. Stay, and all of you will die!" You are thrown through the doorway, breaking scaffolding that causes rocks and debris to block your way back.



You can hear Robert shout, "Men! To arms! Kill the Assassins!" You cannot help them. Instead, spend some time in this antechamber among the various beams and scenery. This is an excellent place to perfect Free-stepping. Remember that you can Free-step across the following with ease:

Beams and rails at leg height

Beams and rails at head height (you automatically Grab and pull yourself up)

Other rails, usually above head height (you swing under them)

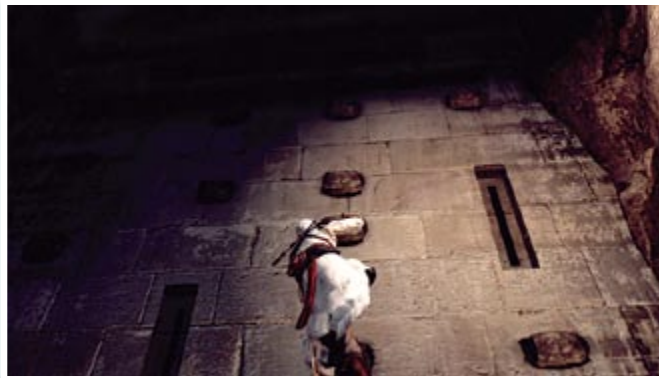
The tops of columns (make sure you aim at the column or you'll miss)

Suspended platforms (you can land on the platform, or the beam suspending it)

Higher beams (try Walling up behind the beam, then turning and jumping to land on the beam)



When you feel you're skilled enough at **Free-stepping**, climb to the upper end of the chamber using a technique known as **Walling**. This allows you to scale the first floor of a vertical wall with the plan to Grab a handhold or ledge at the top. If the wall continues vertically, you simply drop back to the ground. On this occasion, you Grab the exit ledge. Pull yourself up and leave.



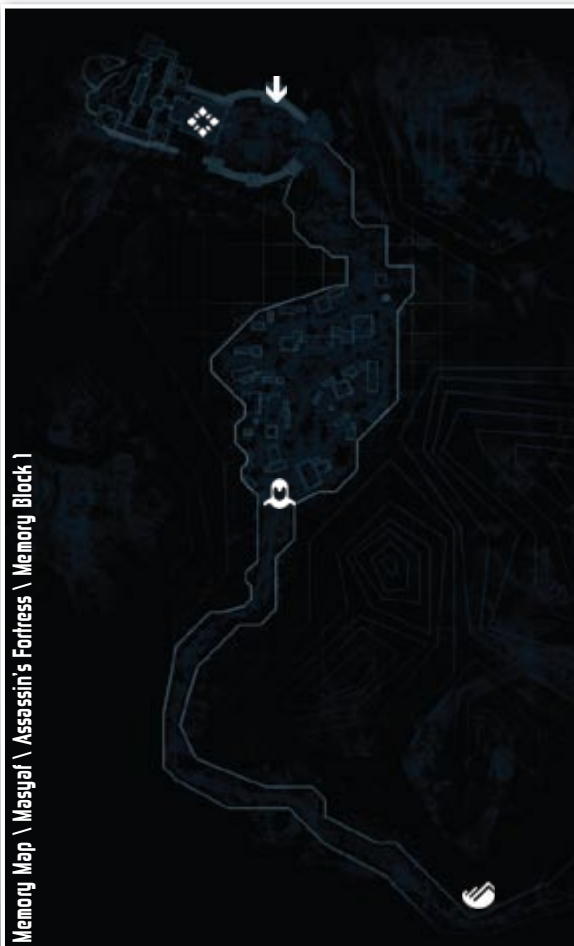
A small, dark passage leads to a long vertical wall that allows you to test your climbing skills. Walling up to the series of handholds, you can utilize the various slits, grabbing areas, and cracks in the wall, pulling yourself up as you go. At the top, you see the light of Jerusalem, and your Memory fades. You briefly appear in the **Memory Corridor**.

Your Memory is complete, and you can remember your thoughts upon completion by highlighting the DNA Strand either in the Animus Menu or via the Memory Block information in your Start Menu:



Memory Log "Failure! But I am not to blame. Had Malik not restrained me, Robert de Sable would be dead—and the artifact ours. Surely Al Mualim will see things my way."

Assassin's Fortress \ Masyaf



Memory Map \ Masyaf \ Assassin's Fortress \ Memory Block 1

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Memory Block 2

Memory Block 3

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"When does our work ever go as expected? It's our ability to adapt that makes us who we are."

—Al Mualim

Progression

Memory Strand 02 \ Failure

Memory Strand 03 \ Guardian

Memory Strand 04 \ Glory



Memory Strand 02 \ Failure

Your Memory is transported to a different location—the edge of a small village settlement in the mountains known as Masyaf—where the Assassins make their home. The perimeter gate behind you is closed, so speak to a villager named **Rauf**, who mentions that Al Mualim is expecting you in his Library at the top of the cliff path. You are now free to explore the small market and village itself.



You can attempt any or all of the following (or none at all and simply head to meet Al Mualim):

- Utilize your GPS in conjunction with a Memory Map Marker
- Leap and climb over any building
- Hop across the top of wooden poles
- Attempt Walling up wooden poles
- Leap and run up the top of the low walls
- Sit on a Bench and Blend
- Grab and Throw any citizen or Guard
- Tackle through groups of citizens or Guards
- Dive through the sides of a market stall
- Reach a Roof Garden and sit inside it until you become Anonymous (after a fight)
- Leap from building to building so you can judge how far you are able to leap
- Free-step along any building, then across beams to land on the ground below
- Land and hide inside a Hay Cart or Hay Stack until you become Anonymous (after a fight)
- Attempt Leaps of Faith into Hay Carts (usually from a high ledge where pigeons are sitting)
- Use small areas of stacked scenery as “steps” up and onto rooftops



The Training chapter of this guide has additional information on these different exploratory techniques.



When you have finished exploring the village below the Masyaf Assassin's Fortress, trek up to the cliffside path area, passing a number of **Assassin Guards**. You may wish to challenge them to combat after looking at the view of the Fortress (pictured).

Afterward, ascend the steps carved into the cliff, to the **Fortress gate**. The fight is purely optional, but you can try any of the following:

- Target and use Throwing Knives to defeat the Guards
- Use your Fists, Hidden Blade, Assassin's Short Sword, or Assassin's Sword in combat
- Employ any of the combat techniques listed in the Training chapter



As you reach the Fortress gate, a fellow Assassin named **Abbas** stops you, asking, “Where are the others? Did you ride ahead, hoping to be the first one back? I know you are loathe to share the glory.” You ignore him, and after a seething gibe, he instructs you to head to your Master's Library.



The life of the Assassin is structured and unforgiving, and you catch a glimpse of this life as you step inside the Fortress. No weapons can be used, but you can leap across the lower parts of the Fortress walls and run around and into patrons (ideally without falling over) before entering the Library itself.



The Library is an ornate, two-story structure with stairs at the far end leading to a small landing with a lush garden behind an iron door. This area is currently inaccessible. Run up the stairs and around to the large table at the far end of the upper floor, above the entrance door. If you wish, you can attempt a number of leaps and Walling to judge distances. For example, you can climb atop the candelabra.

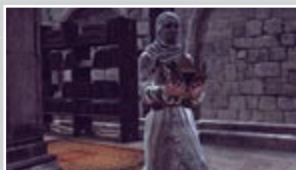


Al Mualim is anxious to learn of your mission, knowing you must have recovered the Templar's treasure. His expectancy turns to anger when you reveal you've failed him. His demeanor darkens: "You return to me with nothing but apologies and excuses?" You're stopped from speaking as Al Mualim realizes Kadar and Malik aren't with you. You tell him they are dead, but are surprised as Malik staggers into view clutching his left arm as it hangs uselessly by his side, his robes streaked crimson.



"I still live, at least," he murmurs angrily. His Brother is dead, and Malik points to you with an accusatory finger: "Because you would not heed my warning! Your arrogance nearly cost us victory today!" Al Mualim looks up as an Assassin carefully carries in an ornate container covered in gold and carvings. Apparently, Malik has also arrived with an entire compliment of Templars chasing him into Masyaf. Al Mualim tells you: "Our discussion will have to wait. You must make for the village. Destroy these invaders. Drive them from our home."

 There are four glitches during your discussion with your Master:



As Al Mualim strides around from behind his desk.

As a wounded Malik staggers into the room. Just before the treasure is presented (pictured).

As the Assassin describes the incoming attack.

You realize the following after the meeting is quickly adjourned:



Memory Log "Malik lives. He survived the attack beneath Solomon's Temple and returned to Masyaf with the artifact. Cold comfort, this is. For I am an Instructor. It should have been me who stood victorious before our Master."

Memory Strand 03 \ Guardian



Race from the Library, down the stairs, out into the courtyard, and toward the gate. At the gate, Rauf stops you to request

that you "distract the Templars. Keep them occupied while I rescue those still trapped inside." Race from the gate and draw a weapon. There are two routes to take: left, over three long cliff steps (pictured), with a rolling land after each jump; or right, via the stone steps cut into the rock.

The top of the village is a scene of mayhem, with villagers screaming and running toward the safety of the Fortress. Stride in and begin your favored combat techniques (explained in the Training chapter; you have all of them at your disposal) to begin the systematic slaughter of Robert's Templar forces.



Tip A great (and easy) way to slay Templars is to Target them from afar, equip your Throwing Knives, and lob them into each foe. They fall without close combat ever occurring!



Follow the main grassy pathway down to the bottom of the village, Tackling at least seven or eight additional Templars along the way, and dodging the villagers heading past you to the Fortress sanctuary. At the base of the village, near the gates,

you hear Abbas shout, "Break off the attack and return to Masyaf! Al Mualim commands it!" The Assassins turn and run to the Fortress. Robert de Sable's main forces are ready to storm your lands!



Tip You can avoid all the Templars entirely by disengaging from combat and using Leaps of Faith, avoiding the main thoroughfares, and simply reaching the bottom of the village as quickly as possible.

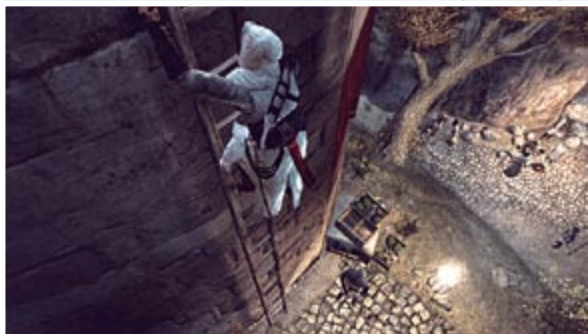
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Before you return to the Fortress, you ponder the following:

Memory Log "I've done the best I can, but many of my Brothers have lost their lives today. Still, were it not for me, even more would have fallen."

Memory Strand 04 \ Glory



You appear back at the Fortress gates. The remaining population (those who haven't tasted Templar steel) is huddled in the courtyard. Run forward until you hear Rauf's voice: "Up there. We've a surprise planned for

our guests. Just do as I do. It should become clear soon enough...." Move to the tower and climb the ladder.

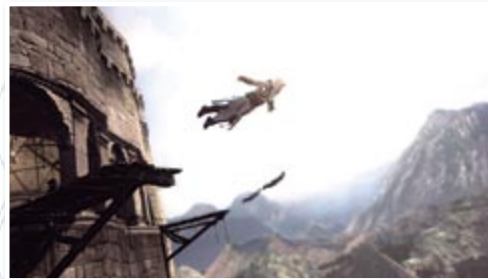
Note The top of the tower leads to upper chambers and the battlements, which are shimmering with a blue Memory Wall. This isn't in sync with your ancestor's memories, and it cannot be accessed.

Head into the tower, where Rauf beckons you up another ladder. Once at the top, pass the two Assassin Guards, then follow Rauf's instructions. Walk to the right, toward the rickety wooden platform high above the rocky gorge below. You are here to show Robert de Sable exactly why Assassins are so feared throughout the Holy Land!



Robert de Sable and his elite infantrymen are outside the Fortress gate. "Heretic!" he screams. "Return what you have stolen from me!" Al Mualim is at the battlements and shouts a retort: "You've no claim to it, Robert. Take yourself

from here before I'm forced to thin your ranks further!" Robert gestures to his knight, who brings forward a hostage and skewers him with a sword. Robert continues to ram his point home.



"Your village lays in ruins and your stores are hardly endless. How long before your Fortress crumbles from within? How disciplined will your men remain when the wells run dry and their food is gone?" Al Mualim smiles, telling Robert his men do not fear death, but embrace it. Up on the windswept platforms, Rauf instructs you to follow him without hesitation. Al Mualim turns to you: "Show this fool knight what it is to have no fear. **Go to God!**" Execute a Leap of Faith from the platform.



There are four glitches during the confrontation with Robert:

As you walk out onto the platform.

As Al Mualim explains that Robert is not to receive the treasure (pictured).



As the hostage is brought forward and executed.

As Rauf instructs you to follow him without hesitation.



A Hay Stack breaks your fall and you survive the plummet, but Rauf's companion isn't so lucky. You can either watch as Rauf twists the Assassin's leg back into position or simply continue your task, which is to walk along the beams that cross the gorge. Do so in **Low Profile**, and don't move too quickly or you may lose your footing...and this plunge doesn't have a Hay Stack at the bottom of it!





The series of beams eventually leads to a tower built into the mountain itself. It must be climbed, so attempt **Walling** up to the first handhold, and then methodically move upward, using the ends of beams, the base of an overhanging balcony (shown), and all the other slits and grooves to gain a place to hang from.



Continue all the way to the top of the tower, then step inside the enclosed lookout balcony at the top. You automatically **draw your sword**. It seems Al Mualim has set a cunning trap for Robert's men, and if you venture to the opposite end of the tower, you cut a section of wall that then sends a collection of heavy logs rolling down, straight into the Templars below. Their screams are still echoing as your Memory shifts forward in time.



You are at the foot of Al Mualim's Library. He strides to greet you: "You did well to drive Robert from here. His force is broken. Tell me...do you know why it is you were successful?" You are silent, and he tells you that it is because you listened. If this had occurred in Solomon's Temple, the bloodshed could have been avoided. Al Mualim is angered by your arrogance, and you are grabbed and held by two

Assassins. You struggle as Al Mualim drums the tenets of the **Assassin's Creed** into you: "**First** and foremost, stay your blade..." You finish Al Mualim's sentence: "...from the flesh of an innocent. I know." You receive a swift slap. "Then why did you kill the old man inside the Temple? He was innocent! He did not need to die."



Al Mualim paces angrily and continues: "The second tenet is that which gives us strength: Hide in plain sight. Do you remember? Because as I hear it, you chose to expose yourself, drawing attention before you'd struck." You remain silent. "The third and final tenet"—Al Mualim's voice deepens—"the worst of all your betrayals: Never compromise the Brotherhood. Yet your selfish act beneath Jerusalem placed us all in danger. Worse still, you brought the enemy to our home! Every man we've lost today, was lost because of you!" Al Mualim calls you a traitor, and tells you he has no other choice. He brings out a small golden dagger. "Peace be upon you, Altair," he says, stabbing you in the guts.

There are **two glitches** during the your admonishment from Al Mualim, during the speech and prior to the dagger being drawn.



The thrusts of Al Mualim cuts deep, physically and mentally:

Memory Log "The Master's words wound worse than any blade. He says I have failed them. That the lives lost were lost because of me. He's stripped me of my Rank and tools. Humiliated me before my Brothers.... He is wrong. I am not a traitor."



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Abstergo Laboratory \ Day 1 \ Evening



"Lucy! This isn't my decision. I don't set the deadlines. But I'm smart enough not to challenge them. Do you want to wind up like Leila?"

—Dr. Warren Vidic

You wake to the sounds of an excited Dr. Vidic, who exults over the fact that you're adapting to the Animus better than the other subjects. Lucy isn't so sure, and she wants you to rest. Vidic doesn't agree, but Lucy insists, and then requests they move somewhere more private to discuss the issue. They walk over to a security door and enter the **conference room**. Get off the Animus and inspect the laboratory room.



There are **three cameras** with which to view the Animus as you are revived.



Move into your bedroom, ignoring the bed and slick white wardrobe, and enter the bathroom. You can faintly hear a conversation through the air ducts. Stand on the sink and you'll hear Vidic tell Lucy that he doesn't appreciate her questioning him in front of you—that it's insubordination. Lucy curtly responds that she doesn't appreciate Vidic trying to kill you before they have a chance to finish their work—that it's stupid. Vidic, exasperated, tells her that he's been given his orders, and he threatens Lucy not to challenge his superiors lest she end up like Leila.



Lucy knows the accident has everyone on edge. The doctor reluctantly agrees to halt the Memories for now. Step down from the sink, and enter the laboratory chamber again, just as Vidic and Lucy are exiting. Vidic tells you that you're done for today, and to go back to your room and get some rest; then he leaves. Lucy, however, stays. She is able to speak about Abstergo Industries, the drug company that's keeping you. She mentions the historical data she needs to update the machine, and you tell Lucy how you ran away from the farm when you were sixteen.



Tip Make sure you speak to Lucy again and again until she tells you that you should retire to bed.



You tell Lucy like it was Masyaf, but not so creepy; you thought your parents were just crazy hippies. Your dad went on about enemies looking for you all. You can also ask Lucy how Abstergo found you. It was via your motorcycle license. She realizes the cameras and shuts up. You should notice two **computer terminals**, a **laptop** on the table belonging to Vidic, and a **keyboard and monitor** attached to the Animus. Peer into the conference room and you can just about make out another laptop on the main table. Return to the bedroom. Your door is instantly locked, leaving you little choice but to lie down on the bed.



Memory Block 2

Abstergo Laboratory \ Morning



You wake with a start, the doctor staring at you. After a conversation about Vidic's methods, you're summoned to the Animus. Lucy is preparing the machine. "Wonder who I get to kill today!" you murmur sarcastically.



There are five cameras with which to view your conversation with the doctor.



After the Animus loads, scan the display and select Memory Block 2 (with the Assassin icon embedded in it). After a quick trip into the Animus's ether, you appear inside the main Fortress.



Note You can also replay Memory Block 1 if you wish to face Robert de Sable again, or if you want to cement your knowledge of basic moves.

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Memory Block 2

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The Road to Damascus \ Kingdom

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Memory Block 3

Memory Block 4

Memory Block 5

Memory Block 6

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Masun \ Masyaf



Overview \ The Traitor of Masyaf

It seems a resident of Masyaf has been supplying Robert de Sable with information, and perhaps more. This traitorous cur is located through a couple of infiltration-style missions that are designed to hone in on the rabble-rouser named Masun. Once he's been roughed up, present him to Al Mualim; your lowly status does not allow you to decide his fate.

Progression

Memory Strand 01 \ Eavesdropping

Memory Strand 02 \ Pickpocket

Memory Strand 03 \ Interrogation

Memory Strand 04 \ Execution \ Masun

Assassin's Rank: Apprentice

Assassin's Sword

Hidden Blade

DNA Synchronization Augmented to: 5



Memory Strand 01 \ Eavesdropping

You appear before Al Mualim, who explains that you're still very much alive but have been stripped of your Rank and possessions; you are no longer an Instructor. Al Mualim explains: "We have been betrayed. Someone was assisting Robert de Sable. One of our own. You must find him and bring him here for questioning."



There are five angles from which to watch this conversation unfold.

Rank: Apprentice Assassin
Synchronization Blocks: 4



Caution You have no weapons, except your Fists. Be very careful when you encounter someone, especially if violence is planned. You can easily be Desynchronized, and your DNA Synchronization bar is low.



Tip Bring up your Memory Map and target the Eavesdropping Memory Strand in the southwest part of the village.

Your mission begins as soon as you leave the Fortress. You can exit via the staircase, running down either side to the main steps. Alternately, you can Jump from the balcony and land on the banister, which is slightly quicker.

Exit the Fortress, heading past the courtyard and ignoring the tower you recently scaled. As you reach the gate, you're halted by a Masyaf Informer, who goads you slightly then gives out some advice: "Begin by going to the village market. That's where we first spotted the traitor."



Take your favored path southward, using your compass to locate the Eavesdroppers, and enter the general area—a grassy courtyard behind a small tower—from any location you like. The two easiest entrances are via a Leap of Faith (picture 1) or by turning right after running down the main thoroughfare (picture 2).



Note As always, consult the Tour of the Holy Land chapter for the best routes throughout this realm.



Scan the courtyard for a Bench; there's only one. Stride over and sit between the two citizens. You automatically sit on the Bench when you reach it.



Caution If you accidentally hit a citizen sitting on a bench, they will stand and move away. Just move away a little until the mission reinitializes itself.

Lock onto the two villagers talking between the olive trees and use your Head when the Control HUD changes and Listen. You receive the following information:



Memory Log "A man named Masun was the one who opened the gate, but did not act alone. The basket weaver handed him a letter just before the attack on the village; he might know more about Masun's accomplice. I need to find this basket weaver."



Tip If you require additional information on how to perform an Eavesdropping, Pickpocket, or Interrogation, consult the Training chapter of this guide.



Memory Strand 02 \ Pickpocket



Once the conversation ends, bring up your Memory Map and locate the new target that has appeared. He is in the eastern part of the village. Maneuver through the small crowds, taking the sloped pathway heading northeast. You're looking for a basket weaver.



Follow the onscreen instructions and **Target** him to begin the Investigation. You should be standing reasonably close (as shown in the picture) to the villager and basket weaver. The basket weaver seems on edge about a letter he's received. When the conversation finishes, the Pickpocketing begins.



Make sure you're in **Low Profile** before you follow the basket weaver (he usually heads up the sloping path). When the basket weaver looks around, stop or back off, turning to look away. As he continues, move up behind him and use your **Empty Hand** (press and hold the button) to snatch the letter from one of his waist purses. You receive the following information:

Memory Log "I may not find Masun's accomplice, but Masun should be near the cypress tree, collecting his coin for a journey to Damas. I'm certain Masun will be able to name the accomplice."

View Attachment: The following Attachment has become available:

Brother—

I fear our plans have been discovered and we can no longer meet. Best you disappear before Al Mualim's dogs find you. They must not learn of my betrayal or everything we've worked for will be undone. I've left some coin for you near the dead cypress tree. Take it and head for Damas. Lose yourself amongst the people there. When things have settled, I'll contact you again.

As for I, I cannot leave here knowing Al Mualim continues to deny the freedom of these people. A new world is coming, one without war, without fear or pain, so I must help them in any way I can. You'll probably believe me foolish, but I must remain in Masyaf. I'll be near the center of the village, calling out to my brothers and sisters. Maybe I can make them listen. Maybe I can make them understand.

May the Father of Understanding Guide You.



Tip Make sure you aren't attempting to Pickpocket when the basket weaver stops and turns around, otherwise he catches you in the act and runs for help. If you fail your Pickpocket, you must find a spot on which to Blend (the bench is the easiest to use). You must be quick and discreet; close in and use your Empty Hand just after the basket weaver looks around. If you are having trouble, study the basket weaver's pattern of behavior.

❖ Memory Strand 03 \ Interrogation



The basket weaver's missive is correct—check your **Memory Map** to see that Masun the Orator is nearby. Move up the sloping

path and around to the left. "Rise up against the madman of Masyaf!" His cries continue: "See through his lies!"



Once you begin the Interrogation, your first plan is to bide your time. You must **Target** Masun and listen to his rambling shouts. Once he has finished, slowly follow him over the thoroughfare path, and into this alley. Don't approach him yet.

Instead, wait until he turns right, into an alcove with a fountain in it. This is your chance to strike! Attack him with your Fists, pummeling him until he yields. You might not have to block, but it is easier to strike him if you block his punch first. Continuously punch until he drops to his knees. "We served the Templars. You should too! Their cause is just!" Masun continues: "There is an Instructor....named Jamal. He told me of their plans. Asked me to open the gate...."

The following information is imparted:



Memory Log "Masun did in fact betray us! He believes Robert's cause is just, and is prepared to die for it. I should have cut his throat then and there, but is not my place to judge the man's fate. I will bring him before Al Mualim."



Tip Punch Masun in Low Profile (High Profile is for defense). Make sure you're close to him so your hits connect. You can also block his attacks, although you need not worry—his prowess with the clenched fist is less than his inflammatory commentaries!

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Memory Strand 04 \ Execution \ Masun

"I hold here a list. Nine names adorn it. Nine men who need to die. They are plague-bringers. War-makers. Their power and influence corrupts the land—and ensures the Crusades continue. You will find them. Kill them. In doing so you'll sow the seeds of peace: both for the region and for yourself. In this way, you might be redeemed...."

—Al Mualim

You automatically return to Al Mualim's Fortress, where an unrepentant Masun is slain by Al Mualim's **Assassin's Sword**. Al Mualim gives you the sword, then produces a parchment with the names of nine **Targets** that must be vanquished. The first

is a merchant named Tamir. You are to ride to Damascus and meet with the Assassin's Bureau leader, a Rafiq. You also reclaim your **Hidden Blade**.

There are **three glitches** that change your perspective:



Just before Masun's execution.

Before Al Mualim produces his parchment (pictured).

Prior to Al Mualim opening the messenger bird cage.



The following information is imparted:



Memory Log

"Masun was executed by Al Mualim for his treason. But even at the end, faced with the prospect of oblivion, he insisted his grievous work was just. I know not how Robert poisoned his mind, and I worry he is but the first of such men. The Templar must be stopped."



You acquired the Assassin's Sword!

You acquired the Hidden Blade!

Synchronization Blocks: 5

As you the Library, an Instructor beckons you to help teach some acolytes how to fight. You can begin a **Practice Fight** and learn the art of the **Combo Kill**. These fights don't end in bloodshed and are optional. Leave when you have practiced enough.

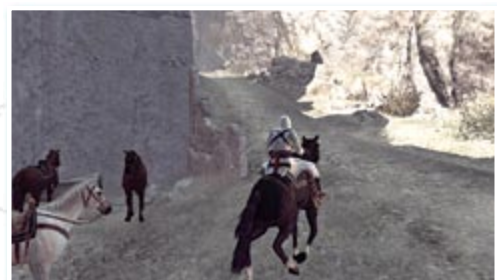


Note

Don't forget that the following Investigations are possible, or can continue, in this area:

- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with Masyaf's *Guards*.
- * Locating Masyaf's *20 Flags* (although only 18 are accessible now; you must return to complete your Flag search after Memory Block 3).

Consult the Tour of the Holy Land chapter for further information.



Move through the gates to a group of grazing horses in a pen to your left. Choose your favored steed based on your preferred color, and mount it using either your **Empty Hand** or **Legs**. Turn the horse and canter onto the main path, checking your GPS for the Kingdom location.



Tip

1. Your horse follows you wherever you go. For example, if you dismount to fight and complete the battle in another part of the Kingdom, wait for the horse to catch up to you.
2. You can mount the horse from the sides (foot in the stirrup) or the back (a leaping mount).
3. Use **Low Profile / Blend** to slow the horse to a walk. Use this when you're near Soldiers, so they aren't alerted, and crowds, so they aren't struck.
4. Enter **High Profile** and press **Feet** to quicken the horse to a Gallop. Use this to cover large distances, but at a cost to your maneuverability.
5. Use **Low Profile - Armed Hand / Rear** to make your horse whinny and rear up. Horses whinny when they are warning you of impending enemies.
6. Enter **High Profile** and press **Armed Hand / Weapon** to use your Sword while riding. You can quickly dispatch enemies in this manner, but this isn't wise when you're surrounded.
7. Horses automatically jump obstacles they are able to; if they refuse, increase your speed or maneuver around the obstacle.



Note

Learn the subtleties of swordplay by referencing the Training chapter of this guide.

Exit the Fortress, working your way southward—down the sloped paths or across the village buildings—toward these large wooden gates.

They are now open, allowing you passage into the Kingdom. Before you reach this area, you may wish to complete any optional plans you have in Masyaf.



Move as quickly as you wish along the narrow and undulating path, avoiding the walking citizens and passing by a lake. Ride up and along the path until you reach this archway with a small fence blocking your path. As long as you're moving at faster than a canter, the horse automatically leaps this obstacle.

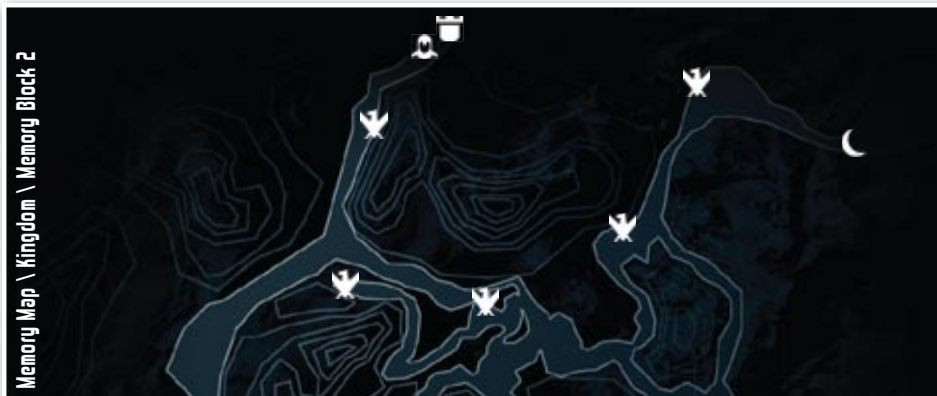
Continue to race along the path. You can optionally maneuver onto the grassy banks to the left or right, but this simply slows your progress. Look for this set of archways. They lead into the Kingdom after a short wait in the Memory Corridor. Your trek through the Kingdom begins now!

Note Look for similarly shaped ruined archways at the perimeters of all the paths in the Kingdom—they signify a transition to a city or other location. They are also at the same positions as the GPS icons.



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The Road to Damascus \ Kingdom



"As an assassin, you answer not only to me—but all the Brotherhood as well now. Go, then. Prove that you are not yet lost to us."

—Al Mualim

Progression

Memory Strand \ Exoteric \ Scale View Point

Memory Strand \ Exoteric \ Journey to Damascus

Overview \ Horse Riding through the Kingdom

The majestic Kingdom, the first part of huge series of interconnected roads and trails to each of the three main cities in the Holy Land, is now available to explore. Although you cannot reach Acre and Jerusalem yet, there are plenty of small hamlets, lonely towers, pools, fortifications, and other scenery to maneuver through. Take as much time as you like, but make an effort to head east, then northeast, to your eventual destination.

Memory Strand \ Exoteric \ Scale View Point



Note These "Exoteric" Memory Strands (which do not appear in the Animus's Memory Log) show the major occurrences en route to Damascus. The five High Points you can locate en route to Damascus count towards Augmenting your DNA Sync Bar. Climb all Points to add 5 to your Other Objectives bar.

Before you continue, bring up your Memory Map and look for the route icon to Damascus. Target it with your Marker so you know the general direction of your travel. Now trot down the road; the Guards on either side are your brethren and do not need to be attacked. Dismount near the tower.



Before you continue, you must **Scale** the **View Point** of this tower. This is mandatory—your way is blocked until you complete this. Run and climb up the tower, just as you learned to back in Solomon's Temple. Head all the way to the top. **Synchronize** using your **Head** when the **Control HUD** changes.

Tip Scaling a View Point and Synchronizing reveals the following useful information:

- * The fog of your **Memory Map** is lifted, showing the paths, buildings, and terrain.
- * Any nearby **Memory Strand Investigations** are revealed.
- * Any nearby **Save Citizen Investigations** are revealed.

Hay Stacks, Benches, and Roof Gardens are only revealed during open combat.



View your **Memory Map**; you can see the perches of View Points throughout the Kingdom. Descend the tower, either by slowly climbing down or by a **Leap of Faith** (the preferred way to plummet). Now exit the gorge where the members of Al Mualim's clan reside, and head out into the main Kingdom area.

Memory Strand \ Exoteric \ Journey to Damascus

Note Remember, there are hundreds of additional explorations to undertake between here and Damascus! Don't forget that the following Investigations are possible, or can continue, in this area:

- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with Saracens, who roam throughout this area.
- * Locating the Kingdom's 100 Flags (although not all can be found at this time).
- * Scaling additional View Points (although not all can be found at this time).
- * Challenging the first of 30 Templars to a duel (although it is better to seek these enemies out when you are more Synchronized).



Pass two Saracens near a cart, and **Blend** so you don't attract their attention. Alternately, you can dismount and engage them. When you're finished, ride over to the split in the road and inspect the sign obelisk. Damascus is to your left. The route to Acre (to your right) is not Synchronized to your memories and cannot be accessed. Ride up the dirt road, passing a group of villagers and another sign to Damascus, before beginning your descent toward the Forest Village area.



Descend the hill road, passing a milestone to Masyaf, and slowing to **Blend** in as you pass a small Saracen Encampment to your right. Alternately, you can **Gallop** past, attracting attention but fleeing the area. You can take the road to the left or engage the Saracen Encampment, although your combat prowess must be high if you hope to win!



Continue down the road until you reach the upper Forest Village area, complete with a few scattered Saracen Guards, a tower to climb, Flags to find, and a trail to the right. The trail leads up a winding and narrow path to another tower to climb. Beware of a Templar in this village! Descend the winding road to your left, on the far side of this tower (pictured).



Ride down the twisting road and into the lower Forest Village area. Here you can investigate the market, engage in some Flag gathering and Free-stepping, and canter southeast to study some interesting cone-shaped huts and a pond. As always, expect a Saracen and Crusader presence!

Tip If you find yourself attacked by Crusaders or Saracens, either stop and fight or ride and flee. Until you learn the art of Counter Attacks, fleeing is the safer option.



When you feel the need to continue, locate the main road heading east and ride past more traveling citizens and a wooden tower. Stay to the left of the route obelisk at the junction. Left is the road to Damascus. Right leads to Jerusalem, after your memories become Synchronized.



Continue on your eastward path, passing a stone hut with Saracens close to it. Ride down a slight slope, passing a Damascus milestone marker, and continue along a cliffside path. As you turn right, head down toward another tower (pictured) that you can scale.



There is a Saracen Guard Post in this area, and more Saracens guarding the hamlet near the tower. You can climb the tower, make a Leap of Faith, and mount the nearby horse and flee. Alternately, you can plow through the hamlet and straight through the assembled collection of troops northeast of the hamlet, as shown.

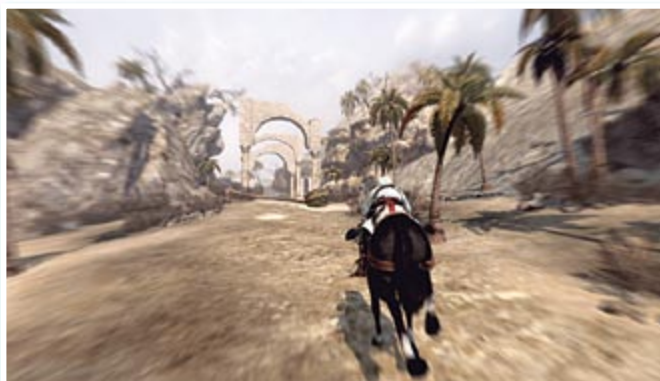


Note This is the fourth Scale View Point ascent you can complete in the Kingdom so far.



Naturally, a safer plan is to keep to the main road, left of the assembled troops. Whatever your scheme, continue to follow the road to the northeast as rocky walls close in on either side of you. In the next valley, a large Saracen Encampment is spotted. Slow down and **Blend**, lest you be overwhelmed by enemy troops.

The fifth Scale View Point tower is on the left side of the Encampment. You can ride slowly here, Gallop and ignore the enemies, or ignore the area altogether and continue along the main road, right of the Encampment. However, the view from the top of the tower (pictured) is excellent for planning your escape!



shallow creek, toward the archways in the northeastern area of the Kingdom. This is the entrance to the outskirts of Damascus.

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If you've angered the Saracens, climb the tower, execute a Leap of Faith, and hide in the hay until you've Synchronized. Then **Blend**, return to your horse, and ride along the



Tamir \ Damascus

"You think me some petty death dealer—suckling at the breast of war? A strange target, don't you think? Why me, when so many others do the same?"

—Tamir

Overview \ Tamir the Black Market Merchant

After gazing in wonder at the bustling city and locating a means of entry, you are to perform a variety of tasks, making sure one of the initial tasks is a rendezvous with the Rafiq, the Damascus Assassins' leader. Then comes the gathering of critical knowledge to help you not only corner and Assassinate Tamir, but escape with your life. Return again to the Bureau so the assassination can be sanctioned, then face Tamir in the city's bustling market center, the Al-Silaah Souk.



Progression

- Memory Strand 01 \ Pickpocket
- Memory Strand 02 \ Eavesdropping
- Memory Strand 03 \ Interrogation
- Memory Strand 04 \ Eavesdropping
- Memory Strand 05 \ Eavesdropping
- Memory Strand 06 \ Pickpocket
- Memory Strand 07 \ Assassin's Bureau Return
- Memory Strand 08 \ Assassination \ Tamir
- Memory Strand \ Optional 01 \ Scale View Point: 09 to complete
- Memory Strand \ Optional 02 \ Save Citizens: 12 to complete
- Scholars (2)
- Vigilantes (11)

Note Memory Strands 01–06 can be completed in any order, and at any time.

Memory Strands: Optional 01 and 02 can be completed in any order, and at any time.

Memory Strand 07 can be completed after any two of Strands 01–06 are completed.

Memory Strand 08 can be completed after Memory Strand 07 is completed.

Memory Strand \ Exoteric \ Damascus Vista



Slow your horse to a trot so you can take in this breathtaking vista, showing almost the entire city of Damascus shining in the midday sun. Continue slowly past the citizens, descending the snaking trail. You can optionally engage the two Saracen Guards here, and try Throwing them off the cliff edge!



Memory Strand \ Optional 02 \ Save Citizen \ 01 of 13

Note This Save Citizen Investigation is mandatory. All other Save Citizens in your adventure are optional, although it is recommended you complete them.



Head down the trail to the start of the market stalls. You see a victim being taunted and shoved by Soldiers. Dismount, draw your sword, and engage these three Saracens, defeating them with **Combo Blows** or other favored attacks. You can also try combat from horseback, although this is less effective as your way forward is blocked.

Note **Save Citizens:** Sometimes you come across people being picked on by Guards and Soldiers within the cities. Rescue the victims from these groups of bullies and they help you in one of two ways:

- * They provide a group of praying Scholars, allowing you to move unimpeded among their throng.
- * They provide a group of Vigilantes, who can waylay attackers, allowing you to escape.



When all but the victim lie strewn across the ground, return to the Scholar, who expresses his thanks by summoning his Scholars to the market stall on the right.



Tip Check your Memory Map: The Save Citizen icon has now changed to that of Scholars. Note the route the Scholars take on the Memory Map.

Entering Damascus



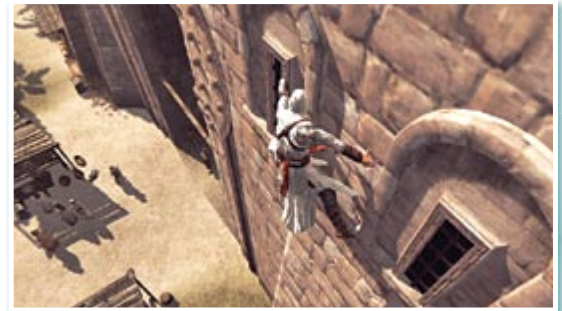
You now have a few options to enter Damascus. The first is to join the Scholars in prayer. Step into

the middle of their group and **Blend**. You can now release all buttons—you're automatically led through the gates, past the Guards, and into an area of bustling market stalls. Once you are ready to leave the safety of the Scholars, tap the Foot button.



Note If you leave yourself with the Scholars, they eventually head back out of the city to the spot where you first encountered them.

The second option is to ignore the Scholars and Leap onto the cart to the right of the main gates, climbing up and onto a wooden ledge, then Leaping up to grab the arched arrow-slit windows before edging left to the top of the gate opening. You can then drop down and **Free-step** across the beams and into Damascus.



Caution You can also challenge the Guards at the gate to a fight, but do so only if you are confident in your swordplay abilities. Attack them and lead them to the cliff edge, where you can easily **Grab** and **Throw** them. Just be careful you're not the one that goes flying!



A final (but no less impressive) option is to move behind this Guard (shown) and, without him becoming alarmed, execute him from behind with a **Stealth Assassination**. Beware of another Guard behind you—you may wish to dispose of him first—then back away

without attracting attention. The Guard Post at the gate moves to check on the fallen Guard. Before they raise the alarm, sneak around the market stall and through the gates, running or walking (but not Sprinting) past the Guards on the inside of the gates.

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Tip This technique is known as a distraction, and is an excellent way to move Guards away from a location you wish to investigate. If you see a Guard Post, try this out, but be careful!

Note Once you enter Damascus's Poor District, you are free to attempt any of the following Memory Strands in any order you like, within the following parameters. Make sure you are familiar with all the locations of scenery and Investigations shown on the Memory Map at the beginning of this section, and also in the Tour of the Holy Land chapter.

Damascus Investigations \ Overview

You are now given complete freedom to roam the Poor District of Damascus. The preferred order to complete all your Investigations can vary, but base it on the following:

1. Locate the nearest **View Point**.
- 2a. Choose any **Memory Strand Investigations** that appear. Or,
- 2b. Continue to locate additional **View Points**, moving counterclockwise around the Poor District, scaling all the **View Points** so that the map is fully visible. Or,
- 2c. Climb every other **View Point**, so the Memory Map is visible, but in less time.
3. Visit the **Assassin's Bureau**.
4. Complete all the **Save Citizen Investigations** that you wish.
5. Complete all the **Memory Strand Investigations** that you wish. Two Investigations are needed to access Memory Strand 08 \ Assassination.
6. Return to the **Assassin's Bureau** for your Assassination Target briefing.
7. Prepare the immediate area around the Assassination Target.
8. Complete Memory Strand 08 \ Assassination.

Note Remember, there are hundreds of additional explorations to undertake in Damascus:

- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with Saracens, who guard this area.
- * Locating the Damascus Poor District's 33 Flags.
- * Scaling all View Points.
- * Challenging Templars to a duel.

Consult the Tour of the Holy Land chapter for further information.

Tip Remember, the following information on the various Memory Strands can be attempted in any order you like!

Memory Strand \ Optional 01 \ Scale View Point \ 01 of 09

Your Memory Map is completed fogged. To reveal portions of it, make your way to any (preferably the nearest) View Point—in this case, a minaret close to the river. It is shown as View Point 01 on this guide's map. Climb to the top and Synchronize, then check your Memory Map again.



Tip You do not have to complete any of the View Points that you don't want to. The Memory Strand Investigations are still available, even if they don't appear on your map.

Visiting the Assassin's Bureau

Note The icon for the Assassin's Bureau is flashing. This means it *should* be visited immediately, although you can ignore this and start your Investigations without the Rafiq's approval.



Locate the Assassin's Bureau in the middle of the city. It is near a small, gold dome (pictured), and it should be approached via rooftops. Use the gold dome as a landmark to locate it visually. Be sure you are **Anonymous** when you reach the roof entrance, otherwise it is barred. Drop down into the gap by the Assassin roof symbol.



Enter the Bureau. The Rafiq allows you to begin your Investigations and gives you a few clues: Tamir is a black market merchant, so check out the small Souk to the northeast, the Madrasah to the east, and the gardens to the north. You rest before you can begin the Memory Strand Investigations.



There are five angles from which to watch this conversation unfold.

Note You can return to the Bureau a second time for a different conversation with the Rafiq. Make sure your next visit occurs once all the other Memory Strand Investigations are complete.



✦ Memory Strand \ Optional 01 \ Scale View Point \ 02-09

If you want to thoroughly complete this **Memory Block**, work your way around to all the View Points, climbing to the top and Synchronizing until all nine are done. You can do this between Memory Strand and Save Citizen Investigations, or all at once. When all View Points are scaled, your Memory Block is complete.



View Points 01, 03, 05, 06, 08, and 09 (pictured, showing the Souk and the Mosque gardens in the background) are all spired minarets.



View Point 02 is a domed minaret, near the edge of the Poor District and eastern river.



View Point 04 is a minaret on the grounds of the Mosque gardens.



View Point 07 is a Crusader tower with a completely different design, and a Saracen Guard at the top. Try to Grab and Throw him off the broken crenelations!

The following information is imparted:



Memory Log "All Scale View Points completed in Damascus Poor District."

✦ Memory Strand \ Optional 02 \ Save Citizen \ 02 of 13

This Save Citizen Investigation, where you save a Scholar from Saracen Guards, is located to the north, near the city entrance. Because it is by the river, it allows you to Grab and Throw foes over the balcony and into the water below. Complete this Save Citizen Investigation, then Blend with four Scholars and exit the city without being noticed.



Note The Memory Map icon changes from a Save Citizen to Scholars. Check the guide map for the route the Scholars take.

✦ Memory Strand \ Optional 02 \ Save Citizen \ 03-13

For all of the other 11 Save Citizen Investigation in the Poor District, you are to rescue a female citizen being taunted by Soldiers. When the Soldiers are slain, and after you become Anonymous and talk to the woman, a group of Vigilantes appears and can be used to waylay enemies that are chasing you. Continue and complete all these Save Citizens if you wish.



Note The Memory Map icon changes from a Save Citizen to Vigilantes.



Tip You can tell which Save Citizens grant you Scholars and which grant you Vigilantes by the dress and gender of the citizen you are saving.

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The following information is imparted:

Memory Log "All Save Citizens completed in Damascus Poor District."

Tip Remember, you only need to complete two of the following six Memory Strand Investigations before returning to the Assassin's Bureau to access Memory Strand 08 \ Assassination.

Note There are 21 Other Objectives (12 Save Citizens within the District and 9 View Points) to complete. Finish all of these to Augment your Sync Bar by one Block to 6. You should have 11 vertical "Other Objective" bars filled in.

Memory Strand 01 \ Pickpocket



The Pickpocket victim is the courier himself. Follow him down the narrow market street, complete the Pickpocket, and take his letter. It is a missive to Tamir by someone with the initial "R."

You receive the following information:

Memory Log "So many weapons! Enough for near a thousand men. And it's the smiths of Souk Al-Silaah who will prepare them. When this job is done, I must learn what I can of the one who's financed this endeavor."

View Attachment: The following Attachment has become available:

Brother Tamir:

The time has come to prepare another shipment. I know that this is no small thing I ask, but be assured, your dedication will be rewarded. We'll need enough for at least a thousand men, so the support of the Merchant's guild is critical if you wish to deliver on time. I trust you know how best to persuade them, and who to see should you require additional coin. Let us hope he has not yet spent it all on another of his lavish parties. Contact me when your work in Al-Silaah Souk is done and we'll arrange for its distribution to our men.

May the Father of Understanding guide you.

- R.

Memory Strand 02 \ Eavesdropping

Head to the south-eastern part of this District. There is a Madrasah orator near the alley where your Eavesdropping should take place, and a Save Citizen Investigation literally feet from you. Ignore the Save Citizen—if you don't, everyone flees and you must return to this area later. Sit on the Bench shown, and focus in on the three men.



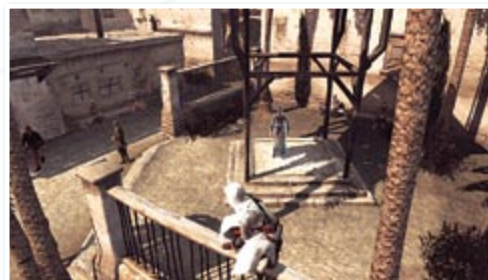
The men are talking in hushed tones as Tamir has forbade them to meet. They moan about how the Merchant's guild is being treated. "As servants!" one exclaims. "And the Guard does nothing to stop him!" adds another. "Perhaps one day someone will have the courage to stand up to him...." They disperse.

You receive the following information:

Memory Log "Tamir has called a meeting with the merchants in his Souk. Whatever he has planned for them must be important."

Memory Strand 03 \ Interrogation

Note You can hear this fanciful tale if you're in the vicinity. Listen when you're prowling the rooftops, or locate the Despot via your Memory Map.



Locate the man standing within the orator's stage area. Ignore the two Saracen Guards. Listen as this Despot weaves a riveting story about the greatness of Tamir the Merchant. "Some say, were it not for Tamir, Salah al-Din's men would have surely turned on him. Could be we won the battle because of that man...."



Once the Despot finishes, engage him at close range with your Fists. He soon yields.





When you question him about the shipment of arms, he tells you they are for Salah al-Din. Then he changes his story: "No... Stop! Listen! They're for *someone else*. The crests these arms bear. They are different. Unfamiliar!" You slay the Despot.

Additional Data The man the Despot is referring to is also known as Saladin. (His full name is Salah al-Din Yusuf ibn Ayyub, a twelfth century Kurdish political and military leader hailing from Tikrit, Iraq. He played many pivotal roles during the Crusades.)

Caution The death of the Despot attracts Guards, so flee the scene. Hurry up the ladder behind the orator's stage, and hide in one of the many Roof Gardens until you're Anonymous.

The following information is imparted:

Memory Log "Tamir has little faith in the men who work for him. He oversees the work himself. I will turn this to my advantage. He'll be too preoccupied to notice my approach."

Memory Strand 04 \ Eavesdropping



Just east of the main north-south thoroughfare is this market square. The two fellows you're looking for are behind the rug dealer. Note there are two Benches here—one to your left (shown in the picture), and the other at the back of the square, near a water fountain. Choose the latter.



The two men are complaining about children (or rats, they can't decide which) running amok in the Souk's upper beams. "We should ask the Guard to have a look," one of the merchants notes. "Hah!" replies

the other haughtily. "They're all much too busy polishing the backside of their master..." They drift apart.

You gain this additional knowledge:

Memory Log "The beams above the Souk's central courtyard may prove a useful point of entry...if I can find a way to access them."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**.



Memory Strand 05 \ Eavesdropping

This Investigation takes place in a formal square north and slightly west of the Bureau. Maneuver through the thick crowds, taking care not to cause a ruckus by bumping into Jar Carriers, and look for one of three Benches in the area. The one closest to the two thieves is shown. The other two are along the right wall (if you're looking at the picture).



Position yourself on the Bench and listen to two thieves, one of whom is regaling the other with his exploits. Apparently, he stole three apples from the Souk, and his escape was helped by his two thug brothers. "Kept them distracted while I got away," he says. "Without their help, I wouldn't be here right now."

The thieves reveal this necessary information:

Memory Log "Once I've alerted the guards to my presence, it might be nice to have a man or two on my side. They'd provide a welcome distraction, buying me time to escape. I should seek out such men. Befriend them. Turn them to my cause."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**.



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Memory Strand 06 \ Pickpocket



This Investigation occurs near the perimeter wall, in the northeast area, at one of the Souk's entrances. There is a gathering place and well nearby. The two merchants you are targeting are in the recessed center. Use the Souk's beams to

reach this area if you wish. Stand nearby, without bumping into a Guard, and listen to the conversation.

The two are discussing Tamir and how his dealings are adversely affecting them. One of them has written a letter and sent a map to Abu'l Nuqoud, the Merchant King, explaining their predicament. The merchant in brown is your target. Carefully trail and rob him without his knowledge. The contents of this missive remain a mystery.



You realize the following once the Investigation is over:

Memory Log "It appears the Souk's northeastern rooftops provide easy access to the central courtyard."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**.



Tip As with Memory Strand 04, the routes that this map reveals can be utilized to your benefit. Consult the Assassination Investigation (Memory Strand 08).

Memory Strand 07 \ Assassin's Bureau Return

Return to the Bureau and explain what you've found to the Rafiq. You explain Tamir's rule over the Al-Silaah Souk, his fortune selling arms and armor, and his support from blacksmiths, traders, and financiers. You explain that you'll strike during a meeting, leaving Tamir distracted. "Your plan seems solid enough. I give you leave to go." The Rafiq gives you a feather.



There are five angles from which to watch this conversation unfold.

Your plan unfolds thusly:

Memory Log "Tamir is meeting his merchants within the Al-Silaah Souk today to discuss one of his most important sales. Tamir, being the renowned merchant that he is, shall be entirely concentrated on his work, ignoring all else which goes on about him. Approaching him at this point shall not be difficult. This is when I'll strike."

Memory Strand 08 \ Assassination \ Tamir

Tip The following tactics provide the most advantageous preparation for the assassination to come. Employ any or all of these plans and your execution and subsequent escape are assured!

Preplanning the Escape Route

Tip Remember to utilize the Attachments you have secured during your Investigations, as these provide options for infiltrating and escaping. The optimal methods are as follows:



Gather Vigilantes: Complete the four Save Citizen Investigations at each corner of the Souk, as shown on the Memory Map. When you rescue the female citizen, a group of black-robed men appear, shouting encouragement. You only need complete one or two Save Citizens, based on the route you decide to take.



Assassinate the Archers: Move to the rooftops above the Souk alleyways and search out the Archers. They recognize you aren't supposed to be up here, so Assassinate them with your Blade before they raise



the alarm. Watch where they're looking, then slowly approach them from behind to strike.



Assassinate the Guards: Blend, then approach and quickly Assassinate all of the Guards with your Blade. Blend, escape, and repeat until you've cleared out as many Guards as you wish.



Perfect Your Escape Route: This should occur before you visit the Assassin's Bureau and receive your Memory Map update; otherwise, you automatically begin the assassination. The ideal time to do this is just after Memory Strand 06. Move into the Souk and work a route back to the Bureau. Ideally, this should involve Leaping the Souk's interior ceiling beams.

The Assassination Begins



Move into the ornate, sunken courtyard when you are ready. Stand as shown, near the fountain, with a good view of Tamir and the merchant he is scolding. Tamir requires weapons immediately, and the merchant cannot deliver them in time. "Perhaps you ask too much..." the merchant stammers nervously.



"Too much? I gave you everything! Without me you would still be charming serpents for coin!" He

presses forward, spits in the merchant's face, and produces a knife. He begins to mercilessly slice into the merchant; a final stab sends the man sprawling against the fountain. Tamir stops one of his lackeys from moving the body. The crowd disperses with an odd calm.



There are five glitches that change your perspective:

As Tamir and the merchant step down into the sunken fountain area.

Just before Tamir spits in the merchant's face.

Just as Tamir produces the knife.



During the fatal stabbing (pictured).



After the merchant's death, as he shouts at the crowd (pictured).

There are two main ways to rid Damascus of this scum: draw your Sword and engage in battle with Tamir and the Guards (which is difficult and exhilarating, but very dangerous), or move quietly behind Tamir and execute him with your Blade (as pictured). Make sure you have this weapon equipped!

You clutch Tamir in his death throes, in the Memory Corridor. You tell him to be still, but he warns you that he is but one of many: "I am but a piece. A man with a part to play. You'll come to know the others soon enough. They won't take kindly to what you've done." You produce the feather and brush it across Tamir's bloody face.



There are five glitches that change your perspective. They all occur throughout Tamir's death speech (pictured), except Tamir is standing and speaking to you as if still alive. His image is indistinct and flickering, as if out of sync.



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You must now escape the fury of the Guards. This is achieved in any number of ways, but the most efficient way to flee the Soldiers is to climb up to the arched interior roof beams and **Free-step** along them, out of the Souk (as shown). Standing and fighting is another option, but combat is frantic. With limited offensive capabilities, it is far better to run.

Alternately, you can shake off your attacker by disengaging from combat (stop Targeting him), and Sprinting down any of the alleyways. Assuming you helped the female citizens in the nearby Save Citizen investigations, the **Vigilantes** hold off many of the Guards. Flee in a southwesterly direction, use any of the **Roof Gardens** to become **Anonymous**, and head to the Bureau in the middle of Damascus.



Tip The city is on high alert, so all of the Guards are on the lookout for you. Any **Socially Unacceptable** actions could trigger a conflict. Be very careful not to bump people, make Jar Carriers drop their load, perform acrobatics where you could be witnessed, or even walk too close to the Guards. Use your **Low Profile** actions and carefully make your way back to the Bureau.

Return to the Assassin's Bureau

Drop down into the Bureau, enter the Rafiq's quarters, and produce the bloodied feather. "Word has reached me of your victory, Altair! You have my gratitude and my respect." You thank the Rafiq before he adds: "It is a shame that the other Assassins continue to hold you in such poor regard." You are instructed to return to Al Mualim at once.

Your first assassination leaves you to ponder the following:



Memory Log "Tamir spoke of others. Brothers, he called them, and that I'll soon come to know them well. He also knows the workings of the Assassins, and referred to Al Mualim. I best speak to my Master of this."



Abstergo Laboratory \ Evening



You are ripped from the Memory Corridor with a start. "Ms. Stillman is once again insisting I let you rest," Dr. Vidic says with a sigh before leaving. Before going to bed, you can read the e-mail on Lucy's computer, or you can talk with Lucy up to three times, ranting about your kidnapping and why everyone speaks English. "I could probably make it more authentic, but...you ever read Chaucer?" she says with a smile.

Lucy lets you access her PC. You can read a little about company policy, but it's more interesting to poke through Lucy's e-mail (the available information is shown in the table below). When you're done, head to bed.

Abstergo Industries \ Laboratory \ E-mails \ Day 2				
Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
2 (new)	Lucy Inbox	Classified Information	Administration	Sept 3, 9:13
2 (new)	Vidic Inbox	Daily Headlines	News Services	Sept 3, 13:44
2 (new)	Lucy Inbox	Re: Leila	Warren Vidic	Sept 3, 9:14
2 (new)	Lucy Inbox	Re: Your pen	Warren Vidic	Sept 3, 2:36



Tip Make sure you read all the e-mails. Remember that some of these e-mails may not be available to read until Day 3.



Additional Data Geoffrey Chaucer, an author sometimes known as the father of English literature, lived in the fourteenth century. He also dabbled in philosophy, diplomacy, and other disciplines. He is best known for *The Canterbury Tales*.

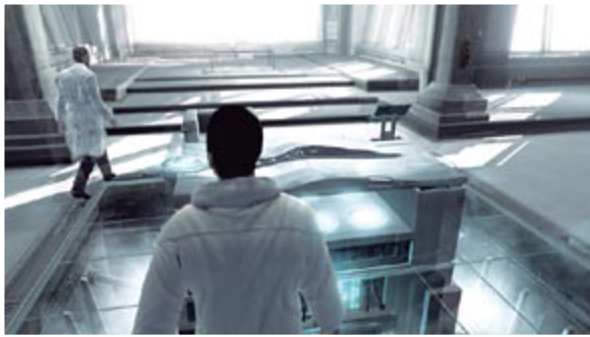


Memory Block 3

Abstergo Laboratory \ Day 3 \ Morning

"A thousand years between you and your ancestor, and society remains just as barbaric. Just as stupid."

—Dr. Warren Vidic



You wake and begin another confrontational discussion with Vidic. He seems to believe he and Abstergo are "building a better tomorrow," an adage you disagree with. After some verbal sparring, you are instructed to lie on the Animus and begin the next Memory Block.



There are **five cameras** with which to view your conversation with the doctor, but only as you wake up.

Once the Animus comes online, look toward **Memory Block 3** (with the Assassin icon embedded into it). After you wait for a moment in the Memory Corridor, you appear inside the Fortress, by Al Mualim's desk.

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Memory Block 1

Memory Block 2

Memory Block 3

Abstergo Laboratory \
Day 3 \ Morning

Al Mualim's Briefing \ Masyaf

The Road to Acre \ Kingdom

Garnier de Naplouse \ Acre

Al Mualim's Second Briefing \
Masyaf

The Road to Jerusalem \ Kingdom

Talal \ Jerusalem

Abstergo Laboratory \
Day 3 \ Evening

Memory Block 4

Memory Block 5

Memory Block 6

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Al Mualim's Briefing \ Masyaf Progression

Memory Strand \ Exoteric \ Leave for the Kingdom

Assassin's Rank: 2

Assassin's Short Blade

Counter-Attack move

Synchronization Blocks (minimum: 6)

Synchronization Blocks (maximum: 7)

"Significance comes not from a single act, but the context within which it is performed. The consequences borne of it."

—Al Mualim

Memory Strand \ Exoteric \ Leave for the Kingdom



You appear close to Al Mualim's desk. Begin the conversation, during which you speak of Tamir seeming to know Al Mualim. Your leader's measured response warns that your greatest failure was borne of knowing too much. He has two more quests for you to complete, and the choice of which to complete first is up to you. You are also granted an increase in status.



There are **five angles** from which to watch this conversation unfold.

Rank: Assassin 2

You acquired the Assassin's Short Blade!

You have learned the Counter-Attack move!

DNA Synchronization Augmented to: 6 (min.), 7 (max.)

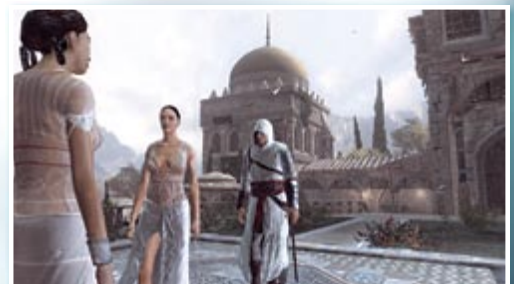


Note You can choose either of the two Investigations. The first is Garnier de Naplouse \ Acre. The second is Talal \ Jerusalem. You can also replay Memory Blocks 1 and 2, if you wish.



Note Remember, once you Assassinate one of the two Targets, you can face the other with a slightly larger DNA Synchronization bar and the Progression enhancements you've received from Al Mualim between Investigations.

Leave the Library. Before you head away from the Fortress, locate the gate to the gardens of paradise at the rear of the structure. The entrance is on the staircase landing between the Library and ground floor. You can inspect wondrous blossoms of all kinds here...and collect Flags as well.





Move down into the courtyard. Here, the Instructor calls you over to continue practicing your combat techniques by showing the trainees how to perform better with their blades. You can now practice the Counter-Attack move, plus try techniques with your Short Blade. These optional duels do not end with a life taken. Leave when you've had enough practice.



Note Learn the ways of the Counter-Attack and Short Blade by referencing the Training chapter of this guide.



Run down the Fortress hill, picking your way through the throngs of villages and negotiating any of your favorite paths as you move toward the wooden gates. Mount your favored steed, and ride out to the archways and into the Kingdom. You must now plan which city to Investigate first.



Tip Some Assassination Targets are easier to kill than others, so there is a benefit to choosing them in a particular order as your Rank and added skills improve. In this Memory Block, visiting either Jerusalem or Acre first is fine, but for Memory Blocks 4, 5, and 6, a specific order is revealed later in this Walkthrough chapter.



Note Before you reach the Kingdom, don't forget that the following Investigations are possible, or can continue, in this area:

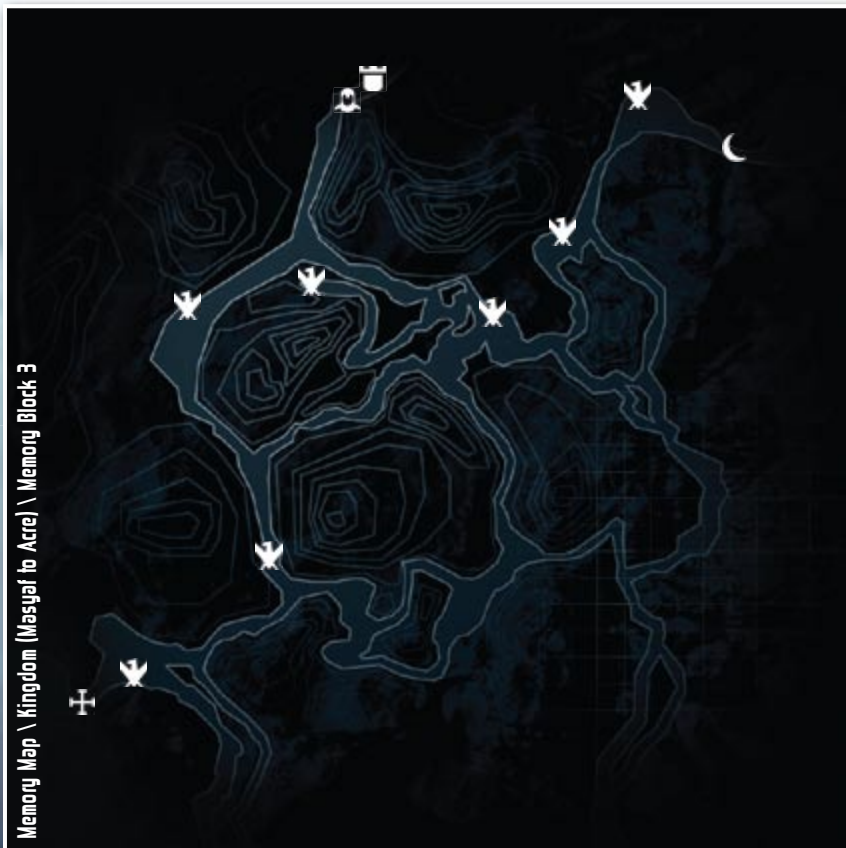
- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with Masyaf's guards.
- * Locating Masyaf's 20 Flags (although you should return to complete your Flag search later).

Consult the Tour of the Holy Land chapter for further information.



Tip The following strategy outlines the fastest route to Acre. If you decide to ride to Jerusalem instead, consult the Road to Jerusalem \ Kingdom section.

The Road to Acre \ Kingdom



"Go now—either to Acre or Jerusalem. There are men in both cities who require your 'attention.'"

—Al Mualim

Overview \ Horse Riding to Acre

You already know some of the hazards of the Kingdom, but your exploration now takes you along the western and southern realms, known to many as the home of roaming Crusader bands and various small garrisons. Your first port of call is a Lakeside Village, with its own contingent of knights. Then you must head into Crusader Gorge before Galloping past a large Crusader Encampment. Only then can you reach Acre, with its sick population still reeling from the siege.

Progression

Memory Strand \ Exoteric \ Road to the Lakeside Village

Memory Strand \ Exoteric \ Journey to Acre



Note The entirety of the Kingdom is now available for you to explore. The following plans are possible, or can continue, in this area:

- * Scaling a View Point and Synchronizing.
- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react on horseback to citizens and enemies.
- * Fighting with Crusaders and Saracens.
- * Locating the Kingdom's 100 Flags.
- * Challenging some of the 30 Templars to a duel.
- * Exploring the fabled Roman Ruins, and other wondrous parts of the Kingdom.

Consult the Tour of the Holy Land chapter for further information.

Memory Strand \ Exoteric \ Road to the Lakeside Village



Note These "Exoteric" Memory Strands (which do not appear in the Animus's Memory Log) show the major occurrences en route to Acre.



Ride down the Assassin Gorge where your brethren stand talking. Continue past the first tower you climbed, and head toward the obelisk. By now, you should have brought up your Memory Map and highlighted Acre as your destination. Take a right at the obelisk, past some horse stalls and a few wandering citizens, and into uncharted territory.



Follow this trail past a cart and horse on your right, and Gallop up the slope until the rocky valley splits into two parallel trails (shown in the picture). The right one enables

you to pass a small stone hut, while the left is larger and offers a better view of the Lakeside Village at the base of this small gorge.



Ride down either trail—they both rejoin shortly. Slow down as the Lakeside Village appears; you can attempt some exploration here. Hone your **Short Blade** and **Counter-Attack** moves by challenging the Crusaders at the base of the tower. After they are slain, ascend the tower and **Synchronize**.



attack in **High Profile** to slay a few foes. There's a well-guarded shore to check out, too; just remember that swimming is deadly, and there's a Templar at the end of the jetty!

Memory Strand \ Exoteric \ Journey to Acre



Escape the village and ride southeast to the upper area of the village, which becomes a giant fissure after you pass an Acre route marker. The Crusader presence continues as you reach two trails. The right trail is safe and on the ground; the left trail is dangerous, but it offers you the chance to ride across the Crusader Gorge on a natural rock bridge. There are scattered Crusaders to slay, if you wish. You can also turn right as you cross the bridge, Leap a partly destroyed wooden bridge, and head off down a mountain trail to the middle of the Kingdom. Only try this if Acre isn't your most urgent destination. The second picture shows you riding over the bridge, from the middle of the Kingdom trail, into the Crusader Gorge.

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The Road to Acre \ Kingdom

Garnier de Naplouse \ Acre

Al Mualim's Second Briefing \ Masyaf

The Road to Jerusalem \ Kingdom

Talal \ Jerusalem

Absego Laboratory \ Day 3 \ Evening

Memory Block 4

Memory Block 5

Memory Block 6

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After executing a Leap of Faith, continue down into the village. Here you should hone your horse fighting skills, using your **Armed Hand**



The other side of the Crusader Gorge features the second tower you can climb, just to the right of a small Crusader garrison. You can elect to Leap over the pointed fencing on either side of the tower and ignore the enemy shouts. Alternatively, engage these foes in bladed combat, either on or off your horse (off is preferable, as there are around a half dozen enemies to face).



Just beyond this small garrison of outer Guards is a junction with a milestone obelisk. The obelisk shows a route to the left, leading to Jerusalem, and a route to the right, leading to Acre. Choose your preferred path. Assuming you head right, avoid the Crusaders by Galloping or Blending, and head up the road as it curves to the right.



This Crusader Encampment offers hours of optional battles, Flag collecting, and impressive maneuvering throughout the various structures the Crusaders have erected. Head here if you want a challenge!



Continue along the upper trail until you spot a tower to your left (the third you can climb and Synchronize during this quick trek to Acre). There's a second trail you cannot access (also leading to Arsuf Plains). Challenge the Guards to a fight if you wish. Ahead is the archway entrance to Acre—head there when you're ready to begin your main Investigations.



The seven remaining High Points you can locate en route to Acre and Jerusalem (which can be accessed now) count toward Augmenting your DNA Sync Bar. Climb all seven Points to Augment your Sync Bar to 8. You should have 3 vertical "Other Objective" bars filled in.



After a relatively straight trail, you pass two Crusaders to your left and an area of the Kingdom not Synchronized to your memories. This is the entrance to the Arsuf Plains, and it is not necessary to enter here at the moment. Instead, slow down at the junction, keeping to the left path; the right path leads down to a

large Crusader Encampment, and you're better off viewing it from above!



If you take the right trail, down into the Crusader Encampment, be ready for a large-scale battle, and don't attempt to Gallop through any lines of Crusaders lest they swipe at your horse. Move around them if you wish to escape without a fight.

✚ Garnier de Naplouse \ Acre



"Do you appease a crying child simply because he wails? 'But I want to play with fire, father.' What would you say? 'As you wish?' Ah...but then you'd answer for his burns."

—Garnier de Naplouse

Overview \ Garnier de Naplouse: The Grand Master of the Hospitaliers

Acre differs from Damascus in that there's a feeling of malaise and suffering in the air. There are also numerous Crusader Archers on almost every rooftop. Use the towers of the 11 View Points to locate the various Investigations. Your main areas of interest include a church, overgrown formal gardens, and the Hospitalier Fortress where Garnier performs his sickening duties.





Progression

Memory Strand 01 \ Informer
Memory Strand 02 \ Interrogation
Memory Strand 03 \ Pickpocket
Memory Strand 04 \ Pickpocket
Memory Strand 05 \ Eavesdropping
Memory Strand 06 \ Informer
Memory Strand 07 \ Assassin's Bureau
Return
Memory Strand 08 \ Assassination \ Garnier
de Naplouse
Memory Strand \ Optional 01 \ Scale View
Point: 11 to complete
Memory Strand \ Optional 02 \ Save
Citizens: 12 to complete
Scholars (4)
Vigilantes (9)
Synchronization Blocks (maximum: 9)

Note Memory Strands 01–06 can be completed in any order, and at any time. Memory Strands: Optional 01 and 02 can be completed in any order, and at any time. Memory Strand 07 can be completed after any two of Strands 01–06 are completed. Memory Strand 08 can be completed after Memory Strand 07 is completed.

✝ Memory Strand \ Exoteric \ Acre Vista



A stench of the dead pervades the air. Bodies lie decomposing on the sides of the thoroughfare, and traitors' heads are displayed on spears. The siege of Acre is over, but at a great cost. Slow to a trot and don't attract attention, moving toward the city gates. Choose one of three plans to enter the Poor District of Acre.

⚔ Memory Strand \ Optional 02 \ Save Citizen \ 01 of 12

Note All Save Citizens Investigations are optional, although it is recommended that you complete them.



Locate the moaning monk to your left, behind the spiked fence, and Target one of the Crusaders shoving him. Begin a ballet of bloodletting, using your **Counter-Attack** technique against the enemy. Defeat foes with either your **Short Blade** or **Sword**, depending on your prowess with either. When all Crusaders are slain, talk to the Scholar monk.

Note **Save Citizens:** There are 12 of these Save Citizens Investigations in Acre's Poor District. Rescue citizens being pushed and berated by the Crusaders, and you are helped in one of two ways:
* Scholars provide a group of praying Scholars, allowing you to move unimpeded among their throng.
* Female citizens provide a group of Vigilantes that can waylay attackers, allowing you to escape.

Tip Check your Memory Map: The Save Citizen icon has changed to that of Scholars. Note the route the Scholars take on the Memory Map.

Entering Acre

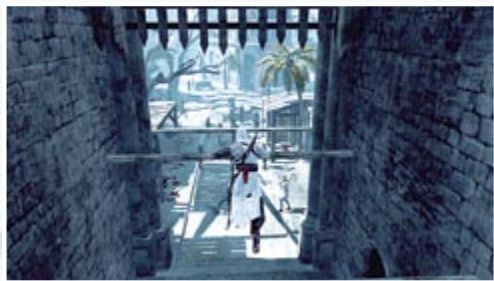
Your choices have improved since you helped the Scholar monk; four white-robed Scholars appear from behind a nearby fence and slowly maneuver toward the gate. You can join them and pass into the city unscathed. Step into the middle of the group and **Blend**, then release all buttons until you want to stop.



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If you leave yourself with the Scholars, they eventually head back out of the city to the spot where you first encountered them.



Alternately, you can ignore this Save Citizen Investigation completely, or the Scholars that appear afterward, and choose a scrambling point on either side of the gate, at the base of the wall. Leap onto the ledge above the Guards, then **Free-step** across the beams, under the portcullis, and into Acre. A third

choice is to draw a favored weapon and defeat the Guards with your blade.



When you arrive inside the Poor District of Acre, you are free to begin eight of the Memory Strands in any order you wish, within the parameters shown. Try to familiarize yourself with all the locations of the main landmarks, thoroughfares, and Investigation start points. Some are shown on the Memory Map, as well as in the Tour of the Holy Land chapter.

Acre Investigations \ Overview

You are now allowed to roam freely throughout the Poor District of Acre. The preferred order to complete your Investigations can vary, but base it on the following:

1. Locate the nearest **View Point**.
- 2a. Choose any **Memory Strand Investigations** that appear. Or,
- 2b. Continue to locate additional **View Points**, moving counterclockwise around the Poor District, scaling all the **View Points** so that the map is fully visible. Or,
- 2c. Scale **every other View Point**, so the Memory Map is visible, but in less time.
3. Visit the **Assassin's Bureau**.
4. Complete all the **Save Citizen Investigations** that you wish.
5. Complete all the **Memory Strand Investigations** that you wish. Two Investigations are needed to access Memory Strand 08 \ Assassination.
6. Return to the **Assassin's Bureau** for your Assassination Target briefing.
7. Prepare the **immediate area around** the Assassination Target.
8. Complete the **Memory Strand 08 \ Assassination**.



Remember, there are hundreds of additional explorations to undertake in Acre: Free-stepping, Leaping about buildings and scenery, and other exercises.

- * Learning how to react in crowded areas.
- * Fighting with Crusaders, who guard this area.
- * Locating the Acre Poor District's 33 Flags.
- * Scaling all View Points.
- * Challenging Templars to a duel.
- * Avoiding or Grabbing and Throwing Trouble Makers.
- * Tackling through crowds*.
- * Toss Throwing Knives at foes on rooftops, or from rooftops*.
- * Pickpocketing Throwing Knives from Courageous Citizens with knives on their belts*.

Consult the Tour of the Holy Land chapter for further information.

*This is available only if you complete the Jerusalem assassination of Talal first, then come to Acre.

Memory Strand \ Optional 01 \ Scale View Point \ 01 of 11



Your Memory Map is fogged, just like when you entered Damascus, so it is recommended you reveal portions of it by visiting all the View Points in the area. The nearest is just ahead and to the right of the market stall at the gate entrance. However, it is guarded by an Archer. Bring him down with your Hidden Blade.



Deal with Archers in one of the following ways:

- * Sneak up behind them, then execute them with your Hidden Blade.
- * Sneak up behind them, then slash them with your Short Blade or Sword.
- * Grab them, Throw them so they lie prone, and then Assassinate them with the Hidden Blade.
- * Grab them, then Throw them off the roof area you're on.
- * Engage them in regular combat, making sure you're away from the edge of the roof.
- * Target and lob Throwing Knives at them from distance*.
- * Run and Tackle them so they fall off the roof*.

▲This assumes you have these abilities, and this is the second city you're visiting in Memory Block 3.



With the Archer neutralized, you can easily climb the small Crusader spire and Synchronize on the beam. Check your map—nearby Investigations are revealed. When you're looking out over the city, make a mental note of the larger structures, landmarks, and rooftop enemies.





Note You can ignore these View Point climbs as all Investigations are still available (and you can see them on this guide's map). However, you cannot complete Memory Strand \ Optional 01 until you've visited all of them.

Visiting the Assassin's Bureau

Note The Rafiq is your Bureau Leader in the city of Acre, and it is common courtesy to visit him, especially as the icon for the Bureau is flashing on your Memory Map. The optimal time to do this is between the fifth and sixth scaled View Points. Alternately, you can choose to ignore this visit and start your Investigations without the Rafiq's approval.



This Bureau is of similar construction to the one in Damascus. It has a small, gold dome on the roof, visible from almost anywhere in Acre. The Bureau is at the intersection of the three Districts, and must be approached when you are Anonymous. Lose the Archers and other foes by hiding, then drop down into the gap by the Assassin's roof symbol.



When the roof is open, drop down and meet the Rafiq. He allows you to start your tasks, advising you to try the following areas: "There's an abandoned market northwest as well that merits watching. And Maria of Johesephat's Church to the west remains a popular meeting place. In addition, he advises moving to "what's left" of the formal gardens to the north. These three locations should be sufficient for your needs." Rest, then begin.



There are five angles from which to watch this conversation unfold.



Note You can return to the Bureau a second time, for a different conversation with the Rafiq. Make sure your next visit occurs after between two and six mandatory Memory Strand Investigations are complete.



Memory Strand \ Optional 01 \ Scale View Point \ 02-11

Although optional, unlocking the Memory Map is a good plan to undertake. Work your way around all the View Points, preferably in a counterclockwise manner. You do not need to follow the order shown here; these View Points are numbered so you know what each looks like. Do this between Memory Strand and Save Citizen Investigations, or all at once. Your Memory Strand is complete when all View Points are scaled and Synchronized.



Caution These View Points have Archers patrolling them; use mettle and murder to save yourself!



View Points 01, 03 (pictured), 05, 08, 09, and 11 are all Crusader towers with pointed spires, usually lower in height than other towers. View Point 05 is attached to the abandoned market and guarded by Archers.

View Point 02 is a large Crusader tower with crenelations at the top, as well as an Archer. Attempt to Grab and Throw him off the building!



View Point 04 is the bell tower at the top of Maria of Johesephat's Church. It is reached via a connecting archway on the east side of the building, after some rooftop combat.



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View Point 06 is a ruined minaret, attached to a half-demolished Mosque. It offers some of the most incredible views of Acre.

View Point 07 is a bell tower atop a building. It offers some spectacular vistas of Acre's distant Rich District.



View Point 10 is the central tower of the Hospitalier Fortress. Follow the tactics in preparation for the Target assassination when locating and securing this area.

The following information is imparted:



Memory Log "All Scale View Points completed in Acre Poor District."

Memory Strand \ Optional 02 \ Save Citizen \ 02-04 of 12



There are a total of four Scholar Save Citizen Investigations in Acre, if you count the one at the entrance gates. These other two are also important. The first is located to the northwest, near the city entrance, and is by the first View Point. Slay the city guards to save the Scholar monk, and you can Blend with four Scholars and exit the city without being noticed.

For all of the other Save Citizen Investigations in the Poor District, you are to rescue a female citizen being taunted by Soldiers. When the Crusader menace has been dealt with, become **Anonymous** and speak with the woman. A group of Vigilantes will appear. Use these barrel-chested bruisers to waylay foes as they chase you. We again recommend that you complete all of these Save Citizen Investigations.



The third Scholar Save Citizen Investigation can be found at the right side of the stone stairs leading up to the Hospitalier Fortress, where Garnier de Naplouse "tends" to his patients. Remove the threats from the Scholar monk to the right and a quartet of Scholars appears. They lead you to the fourth set of Scholars, already inside the Hospitalier Fortress. Consult **Memory Strand 08 \ Assassination** for the tactical use of these Scholars.



Note Check the guide map for the route the Scholars take and the location of these Save Citizen Investigations. You cannot utilize the route the third set of Scholars takes until Memory Strand 08.

Memory Strand \ Optional 02 \ Save Citizen \ 05-12



The following information is imparted:



Note The Memory Map icon changes from a Save Citizen to Vigilantes.

The following information is imparted:



Memory Log "All Save Citizen Investigations completed in Acre Poor District."





Tip

There are also a number of Scholars that simply wander squares, passages, and alleyways, usually around churches and the larger buildings. They are used to Blend with if you are caught and Exposed by Guards.



Note

There are 23 Other Objectives (12 Save Citizens and 11 View Points) to complete. Finish all of these to Augment your Sync Bar to 9. You should have 11 vertical "Other Objective" bars filled in.



Tip

Remember, you only need to complete two of the following six Memory Strand Investigations before returning to the Assassin's Bureau to access Memory Strand 08 \ Assassination.

Memory Strand 01 \ Informer

Investigation Type: Challenge

Number of Flags to Collect: 20

Time Limit: 03:00:00



Follow the Rafiq's advice and visit the remains of a once-flourishing formal garden to the northeast of the District. On the second tier of the earthen steps is a man clad in similar garb to your own. This is a fellow Assassin, and he has a small test for you, courtesy of Al Mualim. You have three minutes to collect 20 Assassin Flags scattered around the perimeter of the fountain courtyard.



The three minutes begin as soon as the conversation ends. Leap behind and left of the Assassin, and Free-step along the beams on the west side of the courtyard, heading south.



Leap to the top of the wooden overhang, then slightly turn north and land on the beam with the Flag on it—it's directly across from the wooden steps. Climb the steps, turn right, and make your way past a Roof Garden (as shown).



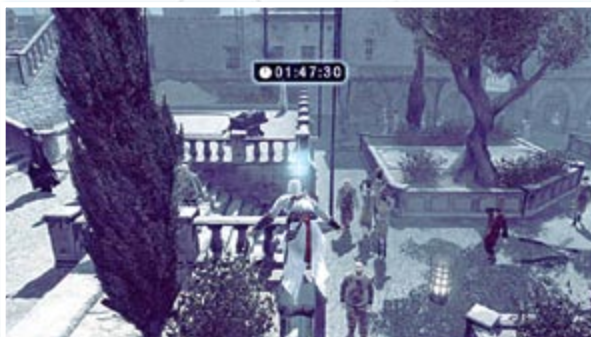
Just after the courtyard, race up the wooden steps and land on the two beams on the corner of the building, then make an exact Leap to the right (as shown) and onto the stone arch. Continue across the wooden rooftop.

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At the next Roof Garden, turn left. You're pointing north, directly at the left side of the courtyard. Jump and land on the stone wall, then use the arched corner to climb onto the wooden ledge (shown).

The final Flags are all along this opposite side of the courtyard perimeter. Leap and take them all, then Leap to the low wall and turn right, snatching the last Flag by the steps (as shown).



Return to the Assassin and receive important information about Garnier, and how the closure of his Hospital has made him enemies. "It's like Tyre all over again," the Assassin remarks.



You receive the following information:

Memory Log "Garnier hides behind the walls of the Hospitalier Fortress. I doubt the patients within afford him much protection. Killing him will be simple. Getting into the Fortress, however, is another matter entirely...."

Tyre is an ancient city located inside what is now known as Lebanon. It was a major Roman settlement. After its capture in the First Crusade of 1124, it became an important city, part of the royal domain of the Kingdom of Jerusalem.

Memory Strand 02 \ Interrogation

Note You can hear these damnable lies if you're in the vicinity of the church. Listen when you're prowling the rooftops, or locate the Despot via your Memory Map.



Your next clue should be beaten out of an Acre Despot, who is rambling at the doorway to Maria of Johesephat's Church. Move here while Anonymous, otherwise you'll enrage the Hospitalier Guards on either side of the Despot. The oratory takes the form of praise: "Garnier hears your cries. Your complaints. You say he turns away from your suffering. But this is unfair! Untrue! He is but one man—gifted as he is—and can only help so many."



When the Despot is finished, calmly trail him from a short distance until he heads into a secluded alleyway, away from Guards. When he's in this area, begin your beating. He now sings a different tune: "I...I don't know what it is he does to make them cry so loud! But it must be stopped before more are made to suffer. Will you stop him?" You automatically Assassinate him afterward, so prepare to escape.

Tip In order to complete this task without difficult battles and bloodshed, do not punch the Despot outside the church; the Hospitalier Guards will attack you. Remember to plan an escape route from the alleyway where the Despot is slain, up to the nearest safe place. Do this prior to starting this Investigation.

You receive the following information:

Memory Log "Garnier removes himself from the world around him while tending his patients one by one. This obsession will spell his end."



Memory Strand 03 \ Pickpocket



This Investigation takes place inside the abandoned market building. You are pushed back if you attempt to Blend and enter. Therefore, slay all the Hospitalier Guards. There are two at the entrance and a number inside. Afterward, flee and use **Vigilantes** to halt the chasing foes. Wait for the Commotion to quieten down (but don't venture too far away or the Guards are replaced), and then enter the unguarded entrance.



Another plan is to clamber up and onto the roof of the market structure. Before investigating the hole in the roof (as shown), be sure you slay every Archer and rooftop foe, then head to a **Roof Garden** and become Anonymous. Drop down into the market from this point, **Free-stepping** along the beams and dropping to ground level before you reach your target.



Inside the market are two thieves discreetly talking about a stolen parchment. On it, one of them has found what he calls "nonsense scratchings." The other reminds him that these are words and letters. They think it must be important, although they can't read. The smaller, bald-headed thief parts company. Move toward him and swipe the letter. It makes for interesting reading.

The following information is imparted:

Memory Log "Garnier's letter is quite strange. He references an arms dealer in Damascus—most likely Tamir—and a second man in Jerusalem. What secret thing unites these men? Men who should hate one another..."

View Attachment: The following Attachment has become available:
Master:

Progress is slow. We should endeavor to reclaim what's been taken from us, or I fear we'll be discovered before we have a chance to act. My work on substitutes shows some promise as certain local flora can be used to induce a similar state. Be warned, however: the effects are only temporary and subjects tend to develop a resistance, requiring increased dosage.

Unfortunately, they can only take so much before exhaustion claims them. I've lost far too many in this manner and it breaks my heart.

Your man in Jerusalem should be commended for his diligence. My supplies remain sufficient, and I am no longer forced to use locals, helping to defray suspicion. I do worry about our loss in Damascus, though I have sufficient arms and armor to continue for a while longer. He will need to be replaced within the month, however, or our soldiers will be forced to wield table knives. Which brings me to my next concern...

What do you intend to do about our enemy? I fear that the losses we've suffered are but the start. I feel secure enough within the hospital's walls, but it would be best if we dealt with this trouble before it has a chance to bloom. My men are yours for the task if it's required. Merely make your desires known to me.

Your brother in peace,

-G.

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Memory Strand 04 \ Pickpocket



This Investigation is much more straightforward, but it does involve skulking through the alleyways to the east of the District. The two victims are at an alley junction, near an orator with a small

crowd. When the Pickpocket begins, you listen to a carpenter yelling at his apprentice.

"I need this dealt with now!" The carpenter is yelling about the location of some lighting structures inside the Hospitalier Fortress. "The ropes are eaten through with rot and must be replaced. If we wait any longer we risk an accident!"

Follow the larger man—the apprentice—and steal plans of the hospital from him.

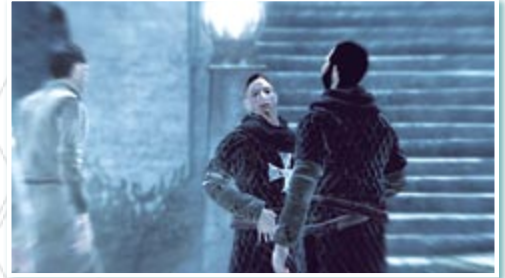
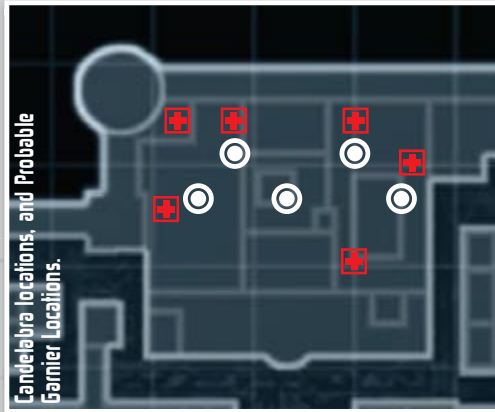




You gain this additional knowledge.

Memory Log "The Hospitaliers are replacing all the candelabras within the Fortress. I could use these to navigate the rafters. Additionally, the workers seem to have pointed out a few of Garnier's more personal projects affected by the repairs."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**

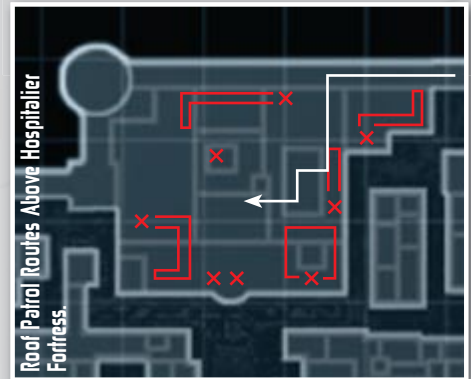


The two Hospitalier Guards are lamenting a fellow Hospitalier: "Poor bastard's brother caught an arrow in the throat. Doubt he'll last the night," one murmurs. "How can he continue to work, knowing what's to come?" the other replies. Apparently, their friend visits his wounded brother. The two Guards disperse.

The Hospitaliers reveal this necessary information:

Memory Log "Some of Garnier's guards have abandoned their posts. The Archers patrolling the roof are at a disadvantage. A few seconds is all I need to clear a path."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



Locate this Investigation next to the city entrance; you're likely to uncover this information before continuing through the rest of the Poor District. When you're Anonymous, locate the

fountain and merchant stalls right next to the entrance gate, and find one of the two Benches. One is on the left, the other on the right, as in this picture.

Memory Strand 06 \ Informer



Investigation Type: Assassination

Number of Targets: 1

Time Limit: None



The final of the first six Investigations takes place on the parapets overlooking the water. It involves you finding an Assassin Informer located in the dark corner. He explains he's being hunted by a Knights Hospitalier, and that you must help him. He indicates on your Memory Map where this target is—patrolling the main cobbled thoroughfare northeast of here.



Stroll down the steps leading into the thoroughfare, and simply walk northward until you spot this impressively armored knight. With your Hidden Blade at the ready, simply move in and strike, using any assassination technique from any direction. There is a limited Guard presence, so you can flee (without Sprinting) before any Guards spot you. Return to the Informer—he is most thankful.

The Informer reveals the following once the Investigation is over:

Memory Log "Garnier lets his patients roam the halls of his Fortress freely. No one save Scholars may enter his personal workspace. Apart from the Archers defending the rooftops, slipping in should prove simple enough."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



Memory Strand 07 \ Assassin's Bureau Return



Head south, moving toward the Bureau, and reveal your findings to the Rafiq. You tell him Garnier lives and works within his Order's hospital, northwest of here. Rumors speak of atrocities committed within its walls. It seems the good doctor enjoys experimenting on innocent citizens—most of them kidnapped and brought here from Jerusalem. You tell the Rafiq you will strike when Garnier inspects his patients. He grants you permission. Take the feather.

Your scheme to come is as follows:

Memory Log "Garnier de Naplouse secludes himself within the Hospitalier Fortress walls, lost within his work. I know when and where to strike."



There are **five angles** from which to watch this conversation unfold.

X Memory Strand 08 \ Assassination \ Garnier de Naplouse



The following strategies enable you to easily prepare for the infiltration of the Hospitalier Fortress and subsequent assassination. Try any or all of these plans to assure you are victorious!



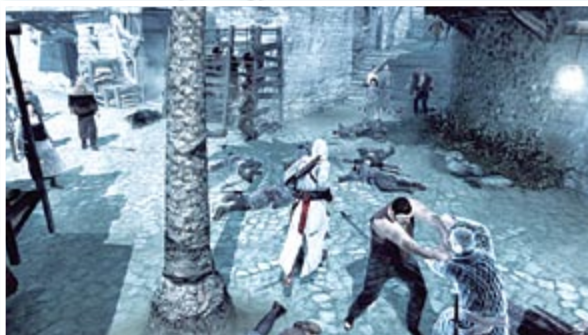
Preplanning the Escape Route



01. Gather Scholars: As described previously, there's a Scholar monk who requires your help to the right of these steps, which are at the foot of the main entrance to the Hospitalier Fortress. Slay the harassing Guards and you are able

to Blend with four **Scholars** and enter the Fortress, but only after you receive approval at the Bureau.

02. Gather Vigilantes: Check your Memory Map for Save Citizen Investigations between the Hospitalier Fortress and the Assassin's Bureau. Help the female citizen so she summons her muscular henchmen, who are in turn willing to stop some of the Guards that will chase you both before (as shown) and after the assassination.



03. Remove or Ignore the Troublesome: The city of Acre has its fare share of odd, delirious, and violent citizens, although most are confined to the Hospitalier Fortress. These **Trouble Makers** lash out wildly at you, and are easily spotted as they rub their heads and stagger in mental torment. You can either lose a little of your DNA Synchronization and Assassinate the Trouble Maker on the street just outside the Fortress, or ignore him and work your escape route around him.



04. Clear and Inspect the Battlements: Before entering the Hospitalier Fortress, you should inspect the exterior. Aside from the guarded main entrance, each side wall has a number of arched windows. One on each side is broken, although you can't reach them from outside. Instead, climb up the wooden scaffolding on the eastern wing of the building (picture 1) and use the upper structures to hide behind. Run around behind the Archer, then Assassinate him. Climb the ladder (also shown in picture 1) and begin a stealthy slaughter of the Archers on the main parapets. Again, use the walls of the upper roof structures to hide and run around, so you can attack quickly from behind. Clear the roof of Archers and your escape is easier.



Caution

It isn't necessary or wise to begin a fight at the main entrance with the assembled Guards—more are soon summoned—although you can fight your way into the Fortress... eventually!



05. Plan Your Escape Route: Attempt this at any time prior to entering the Fortress. Look to your map and the Tour of the Holy Land chapter to provide you with guidance on the thoroughfares and roofs to maneuver after you complete your assassination. The best plan is to find a route that allows you to pass through Vigilantes, allowing you to quickly find cover, become Anonymous, and then leisurely return to the Rafiq.

The Assassination Begins



Aside from slaughtering the Guards at the entrance of the building, which is very difficult, there are two other routes into the main courtyard of the Hospitalier Fortress. The first is to sit on the lower crenelations on the middle of the roof, peer over, and then drop down, losing Synchronization in the fall.



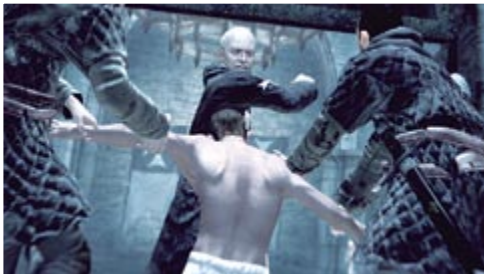
The recommended tactic is to move into the Scholars' prayer group, ascend the stone steps, pass the stone cross, and enter the Fortress without drawing a blade. You automatically walk when you **Blend** in with the **Scholars**, passing unseen into Garnier's festering dungeon of despair....

Tip If you succeed in summoning these Scholars, but they aren't here, it is because they have entered the Fortress and are returning back down the stone steps. Look along this route to join them.

The Assassination Ends



A young Arabian man bolts from the side doors, yelling in fear. He is caught and beaten at the main doors, which then open. Garnier strides out, flanked by two Guards. The man's face changes from fear to terror. "Enough, my child!" Garnier then says to the Guards, "I asked you to retrieve the patient, not to kill him." Garnier cups the man's face in his hand while the man babbles, "you took their souls!"



The man is sharply backhanded. "Take hold of yourself!" Garnier shouts. His expression then changes and he is almost apologetic: "Do you think this give me pleasure?" The man breaks free of the Guards and yells at the crowd: "He won't be content until all bow

before him!" The man vows to escape again, and Garnier's demeanor changes. He is almost expressionless as he orders the Guards to "break his legs. Both of them." After the wincing cracks of bone and sinew, the man is dragged off and Garnier admonishes the crowd for gawking.



There are five glitches that change your perspective:

As the man runs out of the side entrance.

As the guards catch and begin to beat the man.

As Garnier arrives to deal with the Commotion (pictured).

Just before Garnier backhands the man.

As the guards break both the man's legs.



Caution If you require the toughest fight of your ancestor's life, you can elect to ignore the following route, draw your sword, and battle dozens of Hospitalier Guards to confront Garnier at the rear of the Fortress. Only attempt this if your swordplay matches your hubris!



as far as the beds along the left wall—one of Garnier's visiting locations (as shown). Simply prime your **Hidden Blade** and strike!



Tip If you didn't rescue the Scholar monk outside, at the base of the stone steps, the Scholars won't be here. Try the following plan instead.

If Garnier isn't at this location, he's at one of six other beds, as shown on the guide map. Break away from the Scholars while still **Blending** (or ignore the Scholars, remain **Anonymous**, and slowly walk through the west wing), and note the locations of

all the Trouble Makers. If you're shoved by one, simply shrug it off. Be patient, wait until Garnier passes you by or enters an area that a Trouble Maker isn't standing near (such as the northwestern area), then follow and Assassinate him.



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A safer, and more cunning, plan is to move to the side doorway on your left. As the Guard leaves his post, walk into the western wing of the Fortress, locate a new quartet of Scholars, and have them lead you deeper into the Fortress. They move

Caution

The Guards and Garnier are alerted, and a fight breaks out (with Garnier swinging a sword as well) after any of the following happen:

You produce any type of weapon.

You slay (with a Blade or by Assassinate) a Trouble Maker, citizen, patient, or Guard.

You stand on a bed, partition wall, or any piece of scenery.

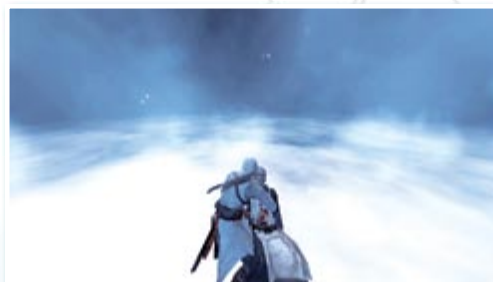
You move faster than walking pace.

You enter a High Profile stance.

Tip

Garnier is easy to spot; you should already have Targeted him so that he is glitching. He also bends over and inspects the bedridden. There are other methods to defeat him:

1. If caught in battle, Grab and Throw him so he falls. Then produce your Hidden Blade and complete the Investigation.
2. Do not try Counter-Attacks with Garnier—he is too strong for this technique.
3. Combat should be quick and deadly. Don't wait for a Counter-Attack if Garnier is fighting you. Be the aggressor.
4. Keep your back to a wall so you aren't surrounded and can react to all attackers.
5. You can utilize the scenery if combat on the ground isn't going well. Escape to the ceiling beams via the ladder in the northeast corner, stand on the partition walls, or stand on any canopy bed and grab the beam.

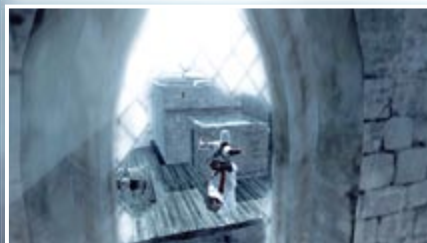
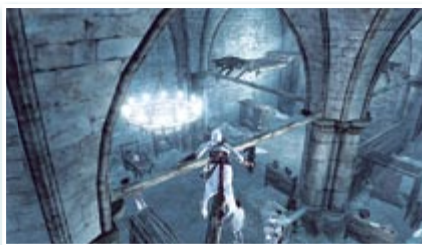


You return to the Memory Corridor. Garnier murmurs that the damage in the minds of the population were the reasons for his experiments. "My guards are proof of this. They were madmen before I found and freed them from the prisons of their own minds." Garnier continues with a sigh: "And with

my death, madmen will they be again...." You produce a feather and dip it in Garnier's blood.



There are five glitches that change your perspective. They all occur throughout Garnier's final utterances, except Garnier is standing, conversing as if in discussion, and glimmering in the ether of the Memory Corridor.



It's time to leave! The most proficient method of escaping is utilizing the ceiling beams and candelabras. Reach the beams and the wooden platforms on the upper walls by either climbing the ladder in the northwest corner or standing on any canopy bed and grabbing the beam above you. There are two broken

windows, to the east and west, although the eastern window is the preferred exit as it allows you to land on a rooftop, right near a Roof Garden. It also offers

a good rooftop route back to the Rafiq at the Bureau.

Battling your way back through the main entrance, or Leaping out of the western broken window and landing on the cross before moving through the streets to safety, are less favorable options. Use Vigilantes as an additional way to help you escape, then head to the Bureau in the center of Acre.

Return to the Assassin's Bureau

Tip

The city is on high alert, so all of the Guards are on the lookout for you. Any Socially Unacceptable actions could trigger a conflict. Be very careful to not bump people, make Jar Carriers drop their load, perform acrobatics where you could be witnessed, or even walk too close to the Guards. Use your Low Profile actions and carefully make your way back to the Bureau.



Hang from the Bureau's metal roof, and enter the Rafiq's quarters. You produce the bloodied feather, but have some questions about Garnier: "What do you think he wanted from these people? That he would keep them and experiment on them as he did?" The Rafiq seems disinterested, and tells you to immediately return to Masyaf to tell Al Mualim of your victory.

Your second (or third) assassination leaves you to wonder:



Memory Log "Is it possible? Was Garnier helping those inside his hospital? He spoke of curing them from their madness using herbs and extracts. Some of them were even grateful for the work he had done. He was a madman and a butcher. How is it these men found good inside a man who was clearly intent on evil? What is it that I've failed to see? I should report this to Al Mualim."

Note

You can instantly fast-forward your memory to Masyaf, explore the Poor District of Acre and the Kingdom, or quit the Animus. Your subsequent mission begins when you reach Al Mualim.

If you completed Talal \ Jerusalem first, your memory is returned to the Laboratory.



Al Mualim's Second Briefing \ Masyaf

Progression

Memory Strand \ Exoteric \ Depart for the Kingdom

Assassin's Rank: 3

Throwing Knives

Tackle move

Synchronization Blocks (minimum: 7)

Synchronization Blocks (maximum: 10)

"Leaders will always find ways to make others obey them. When words fail, they turn to coin. When that won't do, they resort to baser things: bribes, threats, and other types of trickery."

—Al Mualim

Memory Strand \ Exoteric \ Depart for the Kingdom



Rank: Assassin 3

You acquired the Throwing Knives!

You learned the Tackle move!

DNA Synchronization Augmented to: 7 (min.), 10 (max.)

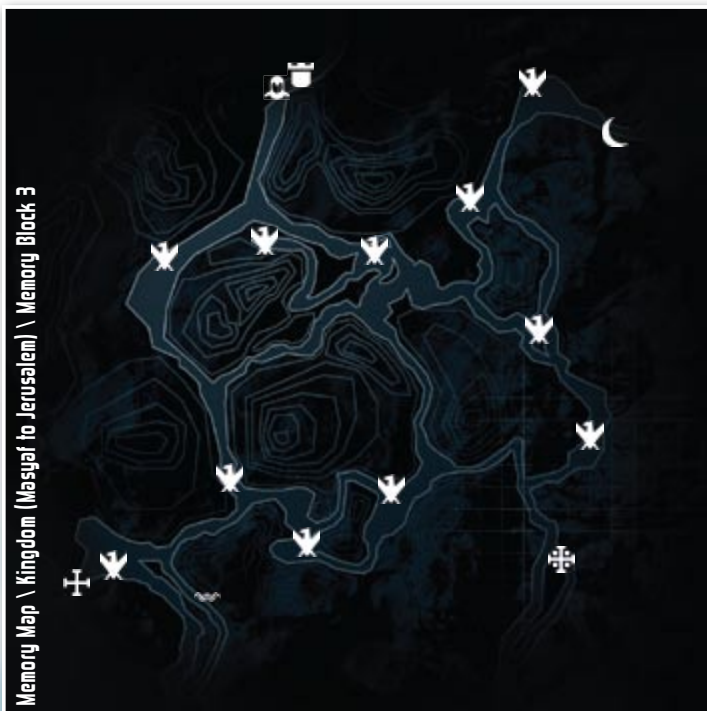


Note You can now choose your remaining Investigation. The first is Garnier de Naplouse \ Acre; the second is Talal \ Jerusalem. You can also replay Memory Blocks 1 and 2, if you wish. Practice with Throwing Knives in this Fortress. Return to Al Mualim for additional Throwing Knives, or Pickpocket Courageous Citizens with knives on their belts. The many techniques of the Throwing Knives and Tackle are revealed in the Training chapter of this book.

You return to Al Mualim, telling him of your success in Acre, and your doubts that Garnier was truly the evil torturer he first believed. Al Mualim reacts by mentioning a concoction of herbs that can make a man believe anything. Then matters turn to your progress. You are duly rewarded, and instructed to leave for Jerusalem at once. Head to the Kingdom when you are ready.

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The Road to Jerusalem \ Kingdom



"Continue with your work, Altaïr. See that our enemies' fear is not diminished."

—Al Mualim

Overview \ Horse Riding to Jerusalem

Although lengthy and featuring a variety of tough opponents and exploration opportunities, this journey to Jerusalem is straightforward if you choose one of the four main routes we detail. The first one offers the quickest way to reach the holy city, but others can grant you views of as-yet-unknown areas, enabling you to continue your Flag and tower searching. You should also try to traverse this in the opposite direction, to further familiarize yourself with the layout of the Kingdom.

Progression

Memory Strand \ Exoteric \ 01. Damascus Trail: Forest Village Junction
 Memory Strand \ Exoteric \ 02. Damascus Trail: Saracen Garrison Junction
 Memory Strand \ Exoteric \ 03. Acre Trail: Crusader Gorge Junction
 Memory Strand \ Exoteric \ 04. Acre Trail: Crusader Encampment Junction
 Memory Strand \ Exoteric \ Merged Trail: Routes 01, 03, and 04
 Memory Strand \ Exoteric \ Merged Trail: All Routes lead to Jerusalem

Note The entirety of the Kingdom is now available for you to explore. The following optional plans are possible, or can continue, in this area:

- * Scaling a View Point and Synchronizing.
 - * Free-stepping, Leaping about buildings and scenery, and other exercises.
 - * Learning how to react on horseback to citizens and enemies.
 - * Fighting with Crusaders and Saracens.
 - * Locating The Kingdom's 100 Flags.
 - * Challenging some of the 30 Templars to a duel.
 - * Exploring the fabled Roman Ruins, and other wondrous parts of the Kingdom.
- Consult the Tour of the Holy Land chapter for further information.

Canter down the gorge where the Assassins are gathered, past the Saracens near the cart, to the milestone obelisk. This points the way to Damascus and Acre, but not Jerusalem. There are four main trail routes to attempt, during



which you can complete all the Scale View Point Investigations:

01. Damascus Trail: Forest Village Junction
02. Damascus Trail: Saracen Garrison Junction
03. Acre Trail: Crusader Gorge Junction
04. Acre Trail: Crusader Encampment Junction

Note Remember, there are a few other trails, dead-end paths, and a large number of buildings to explore along these routes.

Memory Strand \ Exoteric \ 01. Damascus Trail: Forest Village Junction

This route offers a slightly quicker journey. Follow the route you used to reach Damascus, heading down past the Saracens in the small gorge, then maneuvering down the winding road next to the tower. Locate the main path through the Forest Village. When you reach this olive tree, turn right.



Head up between the buildings in a relatively straight line, picking out the faint path in the ground. Then turn left (as shown) by the small boulder clump, and follow the dotted cypress trees (the tall, thin plants) toward a cliffside trail with a milestone pointing toward Jerusalem. If you turn right at the boulder clump, you head into the mountains and emerge at the Crusader Gorge.

Note This junction is where Routes 01 and 03 merge.



Head up the cliffside trail, optionally looking out over the Forest Village and pond to your left. Challenge or ignore the Templar, then keep your speed up as you Gallop over the hill and down into a flat clearing where a small group of Saracen tents and troops are stationed. Engage or ignore them.



Just beyond this small, scattered band of Saracens is a junction and a small stone building with a horse. Although it's easy to miss, you must turn left (as shown) and Gallop up and through a hole in the mountain. If you head right instead, you end up at the Roman Ruins, moving in the opposite direction from Jerusalem.

Note This junction is where Routes 01, 03, and 04 merge.



Memory Strand \ Exoteric \ 02. Damascus Trail: Saracen Garrison Junction



If you ignored Route 01 at Forest Village, continue as if you were taking the road to Damascus (see Memory Block 2 for further information). Ride past more traveling citizens and a wooden tower; locate this route obelisk at the junction. Left is the road to Damascus and a Saracen Outpost. Right leads to Jerusalem.



Ascend the sloping trail, passing between (or under) two wooden towers, and then two more. To the right of you, just before the second set of towers, is a narrow pathway that circumvents the main trail to come. Stay on the main trail and you reach a group of horses and a View Point tower to scale.



The horses belong to Saracens, so be careful or stay to the right of the tower if you don't wish to scale it. Gallop onward, passing a large lake on your left. The trail heads downhill now, and a narrow pathway on your right can be seen (it joins up at the second set of wooden towers mentioned previously). Continue down to this rock outcrop.



Unless you're exploring, ignore the sloping road up to the conical stone hut. This area is a dead end for riders. Instead, keep to the low road on your left. This trail winds left and right until you finally reach a flat-bottom valley and a Saracen Outpost. Scale the stone tower near three wooden towers to reveal more of your Memory Map.



the settlement, and ascend the winding trail through this single archway. A short time later, you reach a junction with a milestone obelisk letting you know that Jerusalem is to your left. The Roman Ruins are to your right.

Note This junction is where all four Routes merge.

Memory Strand \ Exoteric \ 03. Acre Trail: Crusader Gorge Junction

The following assumes you took the right turn at the first milestone obelisk, headed for Acre, negotiated the Lakeside Village, and ascended the left trail to the top of Crusader



Gorge. Turn right at the natural bridge and circle around, Leaping two gaps on a wooden bridge and exiting into a narrow mountain trail.

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The Road to Acre \ Kingdom

Garnier de Naplouse \ Acre

Al Mualim's Second Briefing \ Masyaf

The Road to Jerusalem \ Kingdom

Talal \ Jerusalem

Abselego Laboratory \ Day 3 \ Evening

Memory Block 4

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To exit this Outpost, simply ride around the various huts and buildings, locate the small fence at the far end of



Gallop along the trail—there's only a lone Templar and a horse nibbling on some hay during this journey. The trail winds slightly and descends into the upper reaches of the Forest Village. As the vista opens up, you're above a pond. In the

very far distance, you can see the junction of Route 02. This trail now meets the junction at the top of Forest Village.



Note This junction is where Routes 01 and 03 merge. For the rest of the journey to Jerusalem, consult Route 01.

Memory Strand \ Exoteric \ 04. Acre Trail: Crusader Camp Junction

This route assumes you followed the trail toward Acre, crossed the Crusader Gorge, and Leaped the piked fence near the tower where the small number of Crusader Knights were located. Instead of heading right toward the Crusader Camp at this milestone obelisk (shown), take the trail to the left.



The trail winds around to the right, and the topography slopes upward as you pass a few scattered buildings on your left, then a small spiked fence and stone tower guarded by a few Crusaders. Watch for the Archers on the wooden towers. Scale the stone tower to reveal more of your Memory Map.



Jump or maneuver around the fence, and Gallop up the trail as it narrows, heading over the mountain and down the other side. You approach a valley with a large set of Roman Ruins on your right. To your left is a short, dead-end trail leading to a group of Crusaders and another stone tower to climb. Continue on the

main path to a junction with a small stone building and a horse, on your left. Take the left-hand trail and you'll head the wrong way down Route 01.



Note This junction is where Routes 01, 03, and 04 merge.

Memory Strand \ Exoteric \ Merged Trail: Routes 01, 03, and 04



Ride up and under the arch in the mountain, then follow the trail downhill, past some pilgrims and a route marker. Follow the bend to the right, avoiding arrow fire from the foe atop the wooden tower. Below you can see a milestone obelisk coming into view. You are now very close to reaching Jerusalem.



Note This junction is where all four Routes merge.

Memory Strand \ Exoteric \ Merged Trail: All Routes lead to Jerusalem



Ride on, following the obelisk directions. The trail widens slightly, turning right and left a little. A troop of Saracens is waiting at the corner and can be ridden past or through, or you can Blend and be ignored by them. Gallop down the trail toward a final junction (picture 1). The trail to the left winds up and left, has two wooden towers and some Saracens, and offers excellent views of the **Saracen Outpost**. Ignore this unless sight-seeing is part of your plans, and continue straight and true, toward the trio of archways and into Jerusalem's outskirts....



✠ Talal \ Jerusalem



"Beggars. Whores. Addicts. Lepers. Do they strike you as proper slaves? Unfit for even the most menial tasks. No...I took them not to sell, but to save. And yet you'd kill us all."

—Talal

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Garnier de Naplouse \ Acre

Al Mualim's Second Briefing \ Masyaf

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Talal \ Jerusalem

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Overview \ Talal: The Slaver of Jerusalem

Talal is a skilled Bowman, but his real calling is the removal of a variety of citizens from Jerusalem, sending them in caravans to Acre for "special treatment." You uncover his ways during a visit to the Rich District of Jerusalem, with its gleaming spires and thick perimeter wall. Most of your interest lies in the Barbican, a walled section of the District in the northeast corner. After you've finished sightseeing the breathtaking landmarks, meet with your rival, Malik, and start to stalk the Slaver....

Progression

Memory Strand 01 \ Informer

Memory Strand 02 \ Interrogation

Memory Strand 03 \ Pickpocket

Memory Strand 04 \ Pickpocket

Memory Strand 05 \ Informer

Memory Strand 06 \ Eavesdropping

Memory Strand 07 \ Assassin's Bureau
Return

Memory Strand 08 \ Assassination \ Talal

Memory Strand \ Optional 01 \ Scale View
Point: 09 to complete

Memory Strand \ Optional 02 \ Save
Citizens: 12 to complete

Scholars (07)

Vigilantes (05)

Synchronization Blocks (maximum: 12)



Note

Memory Strands 01–06 can be completed in any order, and at any time.

Memory Strands \ Optional 01 and 02 can be completed in any order, and at any time.

Memory Strand 07 can be completed after any two of Strands 01–06 are completed.

Memory Strand 08 can be completed after Memory Strand 07 is completed.

✠ Memory Strand \ Exoteric \ Jerusalem Approach

A serene view and lush grassland awaits as you trot down a steep hill. There is a plateau on your right that offers the chance to listen to an orator, plus a view of the walled city of Jerusalem. Continue down the hill, passing a small Saracen tent and a larger group of Soldiers at the base of the hill. Move toward the city gates and select one of three plans to enter the Rich District of Jerusalem.



✠ Memory Strand \ Optional 02 \ Save Citizen \ 01 of 12



Note

All Save Citizen Investigations are optional, although it is recommended that you complete them.



quick, strong, and counter strikes. When the Saracens lie at your feet, speak to the Scholar.

Note

- * **Save Citizens:** There are 12 of these Save Citizen Investigations in Jerusalem's Rich District. Rid citizens of the Saracens that are hassling them and you are granted one of two rewards:
- * **Scholars** (dressed in white shawls) provide a group of their brothers, allowing you to move through Guard Posts and into secured areas.
- * **Female citizens** (dressed in colored, draped shawls) summon Vigilantes, who waylay your pursuers if you run by them.

Tip

Check your Memory Map: Note the route the Scholars take, and the four additional Save Citizen Investigations involving Scholars.

Entering Jerusalem



the middle of this group and Blend. Release all buttons until you want to break from this maneuver. The Scholars remain in this area from this point on.

If you don't wish to attack the Scholar's harassers, but require a stealthy entrance into the city, Jump onto the graveyard's stone perimeter wall and Leap to the wooden ledge. From here, Free-step onto the beam above the gate Guards, then across the beams, under the portcullis, and into the church square. A third option, that of spilling the blood of the guards, is also open to you.



Continue toward the gate, stopping to look at the small graveyard to your left. Dismount and Target one of the Saracens in the group that's shoving the Scholar back and forth. Begin a series of precise slicing moves using your preferred blade, mixing up your

Note

Set foot in the Rich District of Jerusalem and you'll notice the buildings aren't crumbling, the Roof Gardens have blue curtains, and there are eight Memory Strands you can complete while following the advice to come. Try them in any order, but it is recommended you use the View Points and main streets to understand the layout of this District. Also consult the Tour of the Holy Land chapter.

Jerusalem Investigations \ Overview

There is a recommended order to complete the different Memory Strands, although there is no wrong way to do this. Base your tasks on this list:

1. Locate the nearest **View Point**.
- 2a. Choose any **Memory Strand Investigations** that appear. Or,
- 2b. Continue to locate additional **View Points**, moving south to the Dome of the Rock, then clockwise around the Rich District, climbing all the **View Points** so that the map is fully visible. Or,
- 2c. Scale **every other View Point**, so the Memory Map is visible, but in less time.
3. Visit the **Assassin's Bureau** during your View Point excursion.
4. Complete all the **Save Citizen Investigations** that you wish.
5. Complete all the **Memory Strand Investigations** that you wish. Two Investigations are needed to access Memory Strand 08 \ Assassination.
6. Return to the **Assassin's Bureau** for your Assassination Target briefing.
7. Prepare the **immediate area** around the Assassination Target.
8. Complete **Memory Strand 08 \ Assassination**.



Note Remember, there are hundreds of additional explorations to undertake in Jerusalem:

- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with Saracens, who guard this area.
- * Locating The Jerusalem Rich District's 33 Flags.
- * Reaching all View Points.
- * Challenging Templars to a duel.
- * Avoiding or Grabbing and Throwing Trouble Makers.
- * Tackling through crowds*.
- * Tossing Throwing Knives at foes on rooftops, or from rooftops▲.
- * Pickpocketing Throwing Knives from Courageous Citizens with knives on their belts*.

Consult the Tour of the Holy Land chapter for further information.

▲This is available only if you complete the Acre assassination of Garnier de Naplouse first, then visit Al Mualim before coming to Jerusalem.

Memory Strand \ Optional 01 \ Scale View Point \ 01 of 09



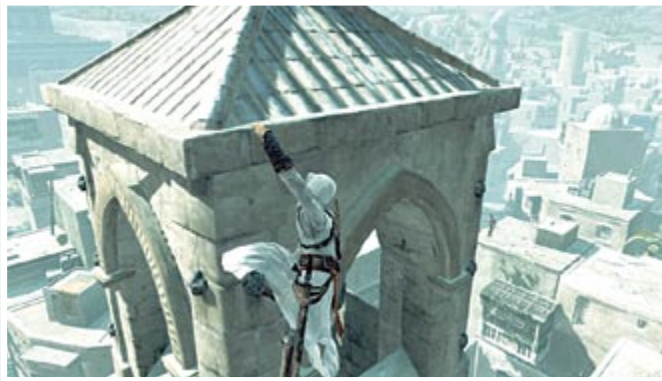
The fog has descended on your **Memory Map**, as usual. Start to fill in the details by visiting all of the **View Points** in this District. The closest is this church, to your right. Either climb the building, dealing with an Archer at the top, or run up the church wall, grab a stained-glass window, and climb onto the roof from here (possibly under Archer fire). Slay each Archer with your Blade or Throwing Knives.



Tip Try any or all of these tactics to defeat the Saracens on the rooftops in this District:

- * Sneak up behind them, then execute them with your Hidden Blade.
- * Sneak up behind them, then slash them with your Short Blade or Sword.
- * Grab them, Throw them so they lie prone, then Assassinate them with the Hidden Blade.
- * Grab them, then Throw them off the roof area you're on.
- * Engage them in regular combat, making sure you're away from the edge of the roof.
- * Target and lob Throwing Knives at them from distance▲.
- * Run and Tackle them so they fall off the roof▲.

▲This assumes that you have these abilities, and that this is the second city you're visiting in Memory Block 3.



the bell tower or on the protruding beam. (Standing atop the cross doesn't start the Synchronization procedure.) Consult your Memory Map to view the nearby Investigations. Look south toward the Dome of the Rock (the gigantic Mosque), the larger landmarks, and the Saracens on the roofs below.

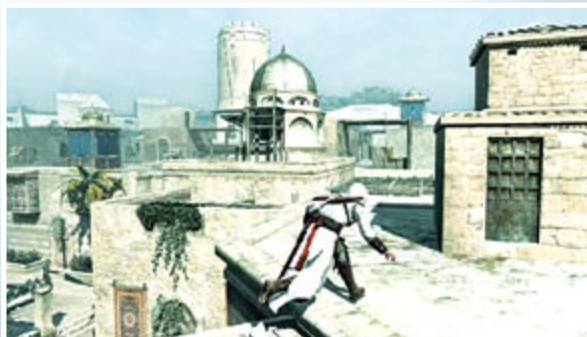


Note As always, you can ignore any or all of the View Points. The Memory Strands are still available, even when fogged. Check this guide's map for all the locations. Keep climbing if you want to finish Memory Strand \ Optional 01.

Visiting the Assassin's Bureau



Note Malik A-Sayf runs the Assassin's Bureau in this sprawling city. Do him the courtesy that was denied him when he lost his arm in that ill-fated raid on Solomon's Temple. It isn't necessary, but try meeting him after visiting the two View Points south of this location. It's quicker.



picture), meaning you can easily locate it from almost anywhere. Hide from the Archers, then descend via the grating on the roof.

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Garnier de Naplouse \ Acre

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The Road to Jerusalem \ Kingdom

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The view from the top of the church is spectacular. Synchronize when standing on the roof of

As with the Bureaus you've visited before, this one looks nondescript from the ground but is unique and instantly recognizable from the rooftops. This particular Bureau is quite close to the round tower View Point (visible in the background of this



Enter the Bureau. Malik is less than happy to see you. After some curt words are exchanged, he tells you to look “south of here, in the markets that line the border between the Districts. To the north near the Mosque of this District. And east, in front of Saint Anne’s Church—close to the Bab Ariha (entrance) gate.” Rest before you start.



Note You can return to the Bureau a number of times for different, but no less uncomfortable, conversations with Malik. The optimal time to return is when you’ve finished between two and six of the Memory Strand Investigations.

✦ Memory Strand \ Optional 01 \ Scale View Point \ 02-09

The scaling of View Points is a strenuous undertaking, but well worth it to gain a better understanding of the major buildings and alleys in this District. You need not follow the order shown on this guide map; the numbers of the View Points are there to show what each looks like. Try scaling these in a clockwise manner, between Memory Strand and Save Citizen Investigations, or one after the other before other mission types are attempted. This Memory Strand is complete when all View Points are Synchronized.

Caution The rooftops below many of these View Points have patrols of Archers scattered about.

View Point 01 is the bell tower of Saint Anne’s Church, by the entrance gate. You should already have climbed to this location.



View Point 02 is the major landmark of the city: the Dome of the Rock. Use Scholars to move freely between the Dome’s courtyards and the city. When you scale this massive structure, Synchronize at the base of the golden dome itself. The Leap of Faith is in the southeast area.

Tip The location of the Scholars that allow access to and from the Dome is detailed in the next Memory Strand. Other ways to enter the Dome are to climb the wall to the right of the Guards, or battle through them to enter.



View Points 03 (pictured), 07, 08, and 09 are domed minarets, all of which have a group of Saracens guarding the main rooftops below.



View Point 04 is a Crusader tower, cylindrical in nature, with only one area to climb up. It is near the Bureau and has an Archer at the top. Climb the tower and Assassinate the Archer from behind.



View Point 05 is a domed chapel in a small courtyard, just west of the Souk. Synchronize from the beam protruding from the dome.



View Point 06 is the bell tower of a church remarkably similar to Saint Anne’s. Be wary of the Templar in the northeastern graveyard area. Climb and sit atop the bell tower, but not on the cross, to Synchronize. Leave via the Leap of Faith point on the west side, at the base of the bell tower.



The following information is imparted:

Memory Log "All Scale View Points completed in Jerusalem Rich District."

Memory Strand \ Optional 02 \ Save Citizen \ 02-05 of 12



Aside from the Scholars outside the gates, there are four more optional Save Citizen tasks involving bullied Scholars inside the city itself. These are also important. Scholars #2 and #3 (shown to the south on the guide map) are near to the entrance to the Dome of the Rock (View Point 02). Save the Scholar and you can **Blend** and travel with them into the Dome's courtyard.



The fourth Save Citizen Investigation is located just outside the guarded sector in the northeastern area, called the Barbican. Save the Scholar here and you can pray with four others as they stroll northward and into the Barbican itself. This is useful during **Memory Strand 08**, when you're trying to access Talal.



The Scholar need not be helped until you are ready to attempt **Memory Strand 06**, as this saves on backtracking. Head to the church at the northern edge of the District to save him. His brothers allow you to join them, allowing you access to the interior of the church, which is vital to your Investigation.



Note Check the guide map for the route the Scholars take and the locations of these Save Citizen Investigations.



Tip Remember, there are additional Scholars that serve as hiding spots scattered throughout this District. They are available to help you if you are discovered and need to Blend.

Memory Strand \ Optional 02 \ Save Citizen \ 06-12

If you locate any of the seven other Save Citizen Investigations in the Rich District, the wails of a female citizen can be heard as she is jostled by Saracen marauders. After these baddies have tasted your steel, become Anonymous and talk with the citizen. Her relief translates into help for your cause, and a group of **Vigilantes** are summoned (as shown). They halt most Saracens when you are chased.



Note The Memory Map icon changes from a Save Citizen to Vigilantes.

The following information is imparted:



Memory Log "All Save Citizens completed in Jerusalem Rich District."



Note There are 21 Other Objectives (12 Save Citizens and 9 View Points) to complete. Finish all of these to Augment your Sync Bar by two Blocks to 12. You should have 2 vertical "Other Objective" bars filled in.



Tip Remember, you only need to complete two of the following six Memory Strand Investigations before returning to the Assassin's Bureau to access Memory Strand 08 \ Assassination.

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The Road to Acre \ Kingdom

Garnier de Naplouse \ Acre

Al Musalm's Second Briefing \ Masyaf

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Talal \ Jerusalem

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Memory Strand 01 \ Informer



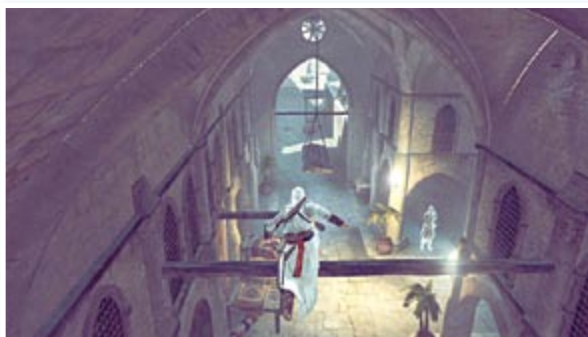
slay them so he can continue his mission. You agree; enter the Souk using the suspended platforms to your left.

Quickly consult your Memory Map. The two Guards are inside the Souk, and the first one is easy to spot. Free-step along the Souk's ceiling beams, then drop down by the junction (as shown) and move around the alcove to strike the first foe from behind.

Flee the area immediately, circling back around and into the Souk if you wish. Alternately, step back from the second of Talal's Guards, who is inspecting his slain comrade. Wait for him to finish, then Blend, keeping out of his field of vision before turning the Hidden Blade on him.

Investigation Type:
Assassination
Number of Targets: 2
Time Limit: None

The initial Investigation takes place when you're Anonymous and walk to the raised area near the eastern entrance of Jerusalem's Souk. A worried Assassin Informer tells you that two of Talal's Guards have recognized him, and he requires you to



Quickly flee the Souk without further incident—more Guards will appear and raise the alarm—via any of the entrances, and gently push your way back to the Informer.

You receive the following information:

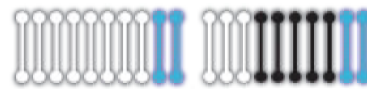
Memory Log "Talal appears to be a leader of Slavers, and he occupies an area north of here, near the Barbican. He seems wiser than those I've faced before, however, keeping to the shadows and having his men pay the Guards to turn a blind eye. No matter how clever he thinks himself, he'll meet the same end as the others."

Memory Strand 02 \ Interrogation

Note Listen when you're moving either above or around Saint Anne's Church; the orator can be heard when you are nearby. Home in via these shouts or the Memory Map.



This Investigation takes place right next to the entrance gates, just as Malik informed you. A clue must be extricated from a lackey of Talal's with the gift of gab. The chatty Despot is standing at the church entrance, beckoning onlookers to join Talal's workforce. Target him and listen: "Talal understands your pain!" he yells. "What you lack, he will provide! All that is asked is an honest day's work. A small sacrifice for great rewards!"



When he finishes his propaganda, he heads away from the church, toward the market stall, and turns left, down a tight alley between a building and the perimeter wall. This is the perfect opportunity to start swinging **Punches** and get the real story: "He prepares them for the journey!" You threaten him to reveal more information. "They are held in his warehouse. And when the time comes, they are sent to Acre!" You get no more from him, and automatically Assassinate him. Flee the scene before Guards find you, or stand your ground and ready yourself for a fight!

Tip In order to finish this Investigation easily, and without a time-intensive battle, don't attack the Despot until he is out of view of any Guards. Prior to starting, look for any nearby hiding places, such as Benches, Hay Stacks (like the one near the front of the church), and Roof Gardens.

You receive the following information:

Memory Log "Talal holds his slaves within a warehouse, and later sends them to Acre. Striking while he works within will keep me from being discovered."

Memory Strand 03 \ Pickpocket



Locate the next citizens in the maze of alleys to the southwest of the District, relatively close to the Bureau. The two are merchants, standing at the intersection of alleys near a pile of carpets. Listen to them as they speak about an attempt on Talal's life. They have a map showing the location of his henchmen. "I've watched the man," remarks one. "Learned everything there is to know about his operation. It's all here on a map I've made."



"So you have a piece of paper," says the other. "It won't save you when you're discovered. Won't shield

you from their swords and arrows." You must now follow the merchant with the purse around his waist. Grab the parchment, which gives you additional information on Talal's base of operations.

The following information is imparted:

Memory Log "Talal inspects his stock of slaves daily. This map clearly shows the position of his personal Guards. Such information will prove invaluable."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 04 \ Assassination:**



Memory Strand 04 \ Pickpocket

This is another relatively straightforward Pickpocket attempt. To enter the large courtyard of the Dome of the Rock, use one of the two Scholar quartets you summoned to enter this place. Once inside, locate the armed man and the citizen speaking with one another. The citizen is attempting to bribe the man with the sword.



The citizen wants Talal dead, and he wants the swordsman to help. "I know all Talal's tricks. He's a coward, not a fighter! He'll run at the first sign of trouble. Take this map. It'll show you where he likes to hide." The swordsman isn't interested, mainly because it doesn't make much

business sense; he's already being bribed by Talal! Wait for the dejected citizen to part company, and then snatch the information from him.

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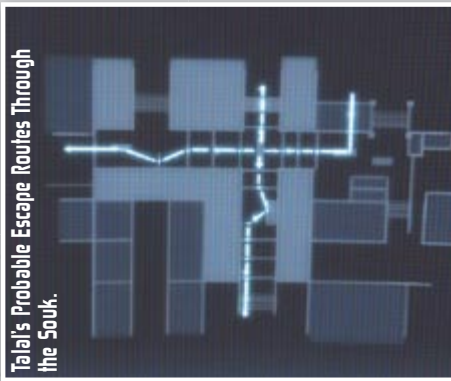
Jerusalem

You gain this additional knowledge.

Memory Log "Talal is rumored to flee from a fight at the first sign of trouble. This map I've found details possible locations in which he'll take refuge. This is sure to help if he manages to slip away from me.

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**

Talal's Probable Escape Routes Through the Souk.



Memory Strand 05 \ Informer



Investigation Type:
Challenge

Number of Flags to
Collect: 18

Time Limit: 03:00:00

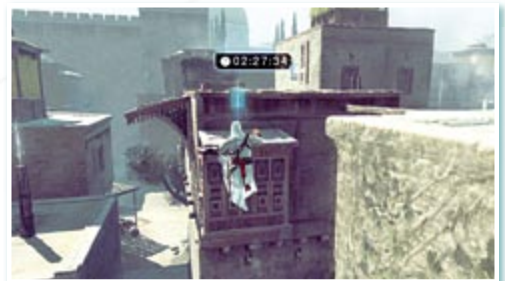
The next Investigation takes place in the market just to the north of the Dome of the Rock. Make your way through the dotted market stalls and around the raised area near an old tree. The Informer is waiting for you with the following Challenge: collect and return 18 Assassin Flags in three minutes.



The three minutes begin as soon as the conversation ends. The route begins with a Flag on the low wall behind the Informer, to the right. Jump on that, run up the stairs to the upper alley (as shown), and make a left turn.



Leap the metal railing, pull yourself up onto the stone arch, and Free-step across the rooftop. Jump down to a lower roof and a curved path of Flags (shown) overlooking the church.

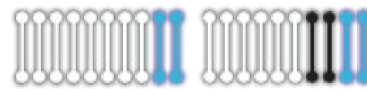


The curve ends at a small, wooden, stepped platform. Leap onto it and across to the overhang (shown), ignoring the Jerusalem Cross Flag on the pole to your left. Dart across the roofs.



The path curves to the right. Bound across a couple more roofs, collecting the last Flag on a slightly lower area overlooking the tree where the Informer stands. Jump down to his location to halt the timer. The impressed Informer whispers some interesting revelations.





The Informer reveals this necessary information:

Memory Log "Talal has many loyal followers, all of whom will readily give up their lives for the man. If they sense their master is in danger, they're sure to intervene, giving Talal time to escape."

Memory Strand 06 \ Eavesdropping



The last of the initial Investigations requires a modicum of planning and wariness. The Eavesdropping takes place inside this church, located at the north end of the District. However, the church is guarded by two Saracens who aren't about to let you in. If you draw your weapons to fight, the congregation inside (including those you wish to listen to) flees. A more cunning strategy is called for....

Caution If you cause a ruckus and a fight spills out into the courtyard around the church, expect a bloodthirsty Templar (who is waiting in the northeast corner of the graveyard, east of the church) to join in. This knight is a fearsome foe, so attack him when you've completed this Memory Strand, or not at all.



The fifth set of Scholars is your key to succeeding in this infiltration. Move left, to the west side of the church, and look down the alley. Target the Save Citizen, and begin to systematically tear through the five or six Guards that try to stop you. When combat is over, speak with the Scholar to summon his brothers.



Join the assembling prayer group and let them take you around the front of the church, up the steps, and past the two Guards. As soon

as you head right, past the first pew, break away from the Scholars and sit down on any of the three Benches, looking at the pulpit ahead and the two slave traders engaging in a hushed argument.



how Talal abandoned his group when they came under attack. The only reason he survived was that his enemies were felled by Archers. The other trader stops him; Talal didn't flee the battle, but defeated the foes from higher ground, and by himself. "The man's a Master Archer," the other replies. "You'd do well to remember that."

You realize the following once the Investigation is over:

Memory Log "Talal is said to favor the bow. In a fight, he'll seek to put distance between him and his enemy, trying to kill from afar. I'll close the gap between us before he's even nocked his first arrow."

Memory Strand 07 \ Assassin's Bureau Return

Return to your one-armed colleague and impart the knowledge you have gained. After some minor insults, Malik asks what you have learned. You tell him Talal traffics in human lives, kidnapping Jerusalem's citizens, and selling them into slavery. His base is a warehouse located inside the Barbican. You also tell him when you think it best to Assassinate him. Malik isn't impressed, but he gives you his feather. Take it. "Rest..." Malik says with annoyance. "Prepare. Cry in the corner. Do whatever it is you do before a mission. Only make sure you do it quietly!"



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One of the Slavers is speaking about



Jerusalem

Your scheme to come is as follows:



Memory Log "Talal, a cunning slave master, has a warehouse in the northern Barbican filled with human livestock. He inspects them daily, preparing them for travel knowing exactly where his Guards are. I need simply to strike during his next inspection."

X Memory Strand 08 \ Assassination \ Talal



Tip The strategies that follow enable you to easily prepare for the infiltration of the Barbican and the assault on Talal and his men. Try any or all of these plans to assure you complete this task with skill!

Preplanning the Escape Route

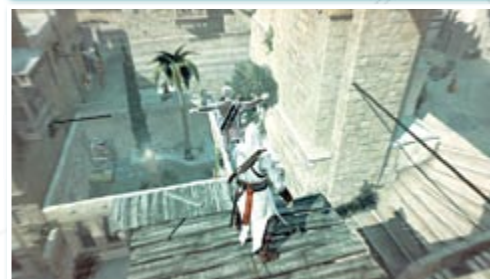
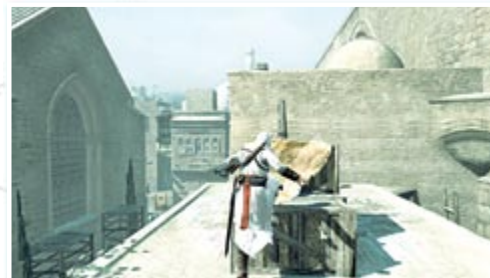
01. Summon Scholars: Just south of the main entrance to the Barbican is a Scholar being pushed around by Guards, as shown previously. He should be the first to be helped. After the fight he summons four Scholars that allow you to pass without any problems into the Barbican itself. The route is shown on the guide map.



02. Gather Vigilantes: Use your Memory Map to locate the three other Save Citizen Investigations around and inside the Barbican. The one in the northeast corner (shown) is interesting, so apply the subsequent set of tactics to reach this area. When all areas are bristling with black-robed henchmen, you can use them to help halt Guards during Talal's escape.



01. Barbican: Silent Entry: Move to the area where you rescued the Scholars and join them in Blended prayer, walking west then north toward the Guard Post, and then through the Saracens and up the Barbican steps.



02. Barbican: Cunning Entry: Another fine tactic is to move to the area where the Scholar resides. Instead of utilizing his brethren, climb the building behind him, up to the rooftop, and turn west (picture 1). Clamber onto the roof of the next building, and quickly Target the Archer. Move up to him, Grab him, and send him plummeting off the wooden balcony, screaming into the thoroughfare below (picture 2).



The Guards leave their Post to inspect this hapless fool's death. This allows you to turn north and Leap across to a metal rod, flip under it, and land inside the Barbican on the main steps. You can now maneuver around the Barbican in either direction, although the ladder to the right is the preferred way.



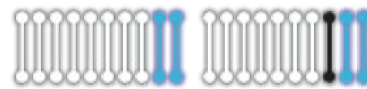
03. Plan Your Chase Route: When the chase begins, you have little time to remember the layout of Jerusalem, as allowing him to escape for farther than 50 meters (164 feet) ahead of you results in failure. As Talal takes different

paths each time you chase him, learn where he always goes—like into the Souk as shown here—and work out an alternate route, such as **Free-stepping** across the ceiling beams.

The Assassination Begins

The first part of this assassination requires you to enter the back door to the warehouse, located on the east side of the building inside the Barbican. There are a number of ways to enter the Barbican:





Tip You can also ignore or slay the Archer, revealing yourself to the enemy, and still use the metal rod to gain entry into the Barbican.



03. Barbican: Not-so-cunning Entry: This can take place at the Guard Post on the western (as shown) or southern sides. Assassinate one of the Guards, then bring out your Short Blade or Sword and start to hack and Counter-Attack the Guards that run to help.



01. Entering Warehouse: Silent Entry: Turn east at the southern Barbican steps, and climb the ladder leading to a two-tiered roof with an Archer at the top. Leap and run up the wall, then Jump the opposite way and land on the wooden balcony. Slay the Archer with skill (and usually the Hidden Blade). If you're too slow, he calls for reinforcements and your plan turns into the **Not-so-silent Entry (02)**.



You should be facing north, and can quickly run across the lower roof of the warehouse, then drop off the far-right edge (as shown) to land at the door. If it is blocked by a Memory Wall, you must locate and defeat any nearby Guards that have spotted you. Enter the doorway and head down the steps.

02. Entering Warehouse: Not-so-silent Entry (Rooftops):

Use the variety of hanging planks and buildings to Jump around



the rooftops from either entrance, and begin to Assassinate all of the Archers up here. This isn't mandatory, but if you made a mistake in a previous plan, and the back entrance to the warehouse is blocked, this is your next course of action. Systematically work your way around the roofs, slaying all those guarding the place. It isn't necessary to take down Guards at the side and front of the warehouse.



using any method, but remain on the ground, you can walk around the grounds. However, prepare to be pushed around by a number of Trouble Makers. Raising a hand (or blade) to them causes the Guards to attack, so work your way around the Trouble Makers without climbing up walls (as this is Socially Unacceptable). As long as you don't lose your cool, the warehouse door is open.



Beware of a Templar hiding in the northern dead-end alley. He's relentless and tough, but only appears if you run through his alley (which is shown on the guide map).

The Assassination Continues: The Slaughter

The warehouse door slams shut behind you. "You should not have come here Assassin." The voice seems to be coming from above. Maneuver around the cage with the pleading slave inside. There's another chained to the wall, and a third below



a grating. A shadow moves across an upper window: "These poor souls call out for aid, which I provide. And in exchange? I am accused of abducting and enslaving them." You are forced to head into the main warehouse room.

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03. Entering Warehouse: Not-so-silent Entry (Ground):

If you entered the Barbican



Jerusalem

Dark shapes move about the balcony above you. Talal tells you that these aren't prisoners, but pilgrims for a journey that lies ahead. You ask to see Talal, and a skylight is opened. "Step into the light, then, and I will grant you one final favor." Move into the light, as Talal instructs. You see him on the balcony. He appears almost sad. "Now I stand before you. What is it you desire?" You desire combat. "It seems I cannot help you, Assassin, for you do not wish to help yourself. And I cannot allow my work to be threatened. You leave me no choice: you must die." Five masked Guards loyal to Talal drop down to attack you.



There are **five glitches** that change your perspective:

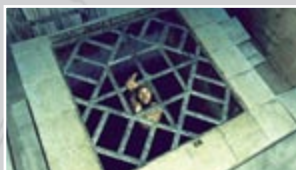
As the shadow of Talal moves back from the window.

As you reach a Beggar trapped below (pictured).

After entering the warehouse, thugs run along the balconies.

As the skylight opens.

As Talal reveals himself in the light.



The fight begins! Immediately draw your favored blade (the Assassin's Sword is excellent here) and move so your back is against the wall. This way you aren't able to be attacked from behind. These thugs are trained well, so wading in with sword strikes isn't a

good idea. Instead, slay them using Counter-Attacks, timing everything proficiently. There are a total of nine Guards; a second wave drops down after you defeat the first three or four.

When all the foes on the ground have fallen, scale the ladder and move up and onto the balcony. You see Talal run for a ladder leading up to a roof exit. There is an Archer on this balcony to deal with; Grab and Throw him off the balcony, or cut him down with your blade. Follow Talal up the ladder, exiting the warehouse.



Tip There are other options to try during this battle:

- * You can back up and lob Throwing Knives at the Guards.
- * You can quit combat, Sprint around the Guards, and climb the ladder (although this is difficult).
- * You can toss a Throwing Knife at the Archer.
- * You can Tackle the Archer, or Grab and Throw him off the balcony.

Remember that some of these maneuvers requires you to be at Rank 3.

The Assassination Ends: The Chase



After exiting onto the roof, Talal spots you from across the Barbican roofs; he stares at you before fleeing. You must now put your Free-stepping and Tackling skills into practice. But first (and this is most important), **preselect your Hidden Blade**. That way, you are ready to strike!

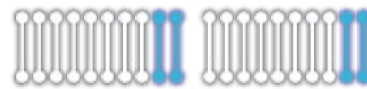


Immediately Leap northward to this area of wooden scaffolding, then turn left and start the chase!



Alternately, you can face west, Leap toward the Barbican wall, and Free-step across the beams to the suspended plank. As you near Talal using either route, he flees!





If you took the second route to reach Talal, you'll be this close to him (see picture) when he drops down and flees west. In fact, you can actually land in front of him and immediately end the chase right here! Otherwise, follow Talal using Sprint, making sure you keep up with him. If you lose sight of him for too long, he escapes!

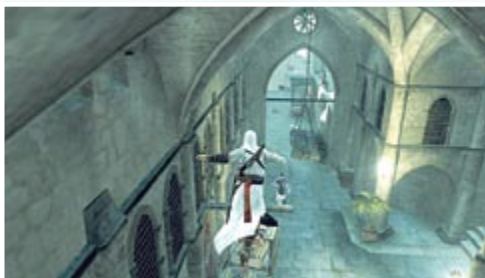


Tip Talal's path is random, although he heads to the Souk and then to an area where Guards can help defeat you. Learn the alleys of the area of Jerusalem between the Barbican and the "last stand" point to help you catch the Slaver.

Being at Rank 3, and having the ability to Tackle citizens as you run, is incredibly useful. For this reason, it is recommended you choose this as the second Target Assassination of Memory Block 3.



Talal either sprints up the stairs to the west and across the courtyard, or heads south, down the stairs, and around to the right. His first place to attempt to lose you in is the Souk.



You can charge through the Souk, Tackling citizens, or use the suspended planks, ceiling rods, and beams to negotiate this area with skill. Be sure you remember where all your Free-stepping beams are, though! Continue the chase out of one of the Souk's exits.



Drop down to the ground and continue the chase. Use Sprint at every opportunity, and try your assassination when you get within 10 to 15 feet of Talal. If you don't, Talal eventually stops outside this well-guarded Guard Tower. You must face him—and a number of Saracens—in a fight to the death! Obviously, slaying by **Assassinate** is the preferred method of delivering Talal to the next world.



Drop down to the ground and continue the chase. Use Sprint at every opportunity, and try your assassination when you get within 10 to 15 feet of Talal. If you don't, Talal eventually stops outside this well-guarded Guard Tower. You must face him—and a number of Saracens—in a fight to the death! Obviously, slaying by **Assassinate** is the preferred method of delivering Talal to the next world.

"My part is played, Assassin. The Brotherhood is not so weak that my death will stop its work." You inquire what he means about

a Brotherhood. You ask him to beg forgiveness from his god for not revealing more. "There is no God, Assassin. And if there ever was, he's long abandoned us. Long abandoned the men and women I took into my arms." He was saving them. He dies with a bitter smile on his face.



There are five glitches that change your perspective. They all occur throughout Talal's fading final speech, except Talal is striding about, admonishing you as if in an argument, as the ether swirls about him.



Return to the Assassin's Bureau



Your assassination is over, but you're probably still under attack from the city Guards. Lose them in the maze of alleyways, clambering up to a Roof Garden, hiding in a Hay Stack, or sitting on a Bench to throw them off. Then locate the cylindrical tower (**View Point 04**), the easiest way to pinpoint the small, shining dome of Malik's Bureau. You remove the feather with Talal's blood on it. Malik asks politely how the assassination went, then interrupts: "Oh, I know, I know. In fact...the entire city knows! Have you forgotten the meaning of subtlety?" He waves his remaining hand at you, ordering you back to Al Mualim.

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Your third (or second) assassination gets you thinking:

Memory Log "Talal also spoke of a Brotherhood and their designs upon the Holy Land. However, he denied he was selling slaves and insisted he was saving them. Why would a slave trader help anyone other than himself? Al Mualim will help me to make sense of this."

Note You can instantly fast-forward your memory to Masyaf, explore the Rich District of Jerusalem and the Kingdom, or quit the Animus. Your subsequent mission begins when you reach Al Mualim. If you completed Garnier de Naplouse \ Acre first, your memory is returned to the Laboratory.

Abstergo Laboratory \ Day 3 \ Evening

"Warren saved my life. So if he wants to yell a little, let him."

—Lucy Stillman



You wake to the sound of a diagnostics check, and Vidic's stern tone reaching a crescendo. The machine appears to be malfunctioning. While Lucy attempts to bring the machine back online, she advises you to get some rest. Doctor Vidic storms off. You can optionally ask her why she takes his abuse. Once you've finished the conversation, talk to her again, until she advises you to get some rest.



There are **three cameras** with which to view your Animus malfunction.

When you enter your bed chamber, you notice someone has opened the built-in wardrobe opposite your bed. Inspect it closer and you reveal a

Passcode that someone has left on one of the bottom shelves, near the towels. This could be extremely useful! In fact, if you try it out on the door behind you, it works, allowing you access back into the Laboratory!



You can now explore the Laboratory (but not the conference room, as this is sealed with a lock you cannot breach) as Lucy has left for the

evening. Your first place to look is the (now-functional) Animus. There is a Digipen on the terminal, by the computer. Pick it up—you can use it to access the following e-mails, contained on the Animus computer terminal. The revelations are most interesting....



Abstergo Industries \ Laboratory \ E-mails \ Day 3

Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
2	Lucy Inbox	Classified Information	Administration	Sept 3, 9:13
2	Vidic Inbox	Daily Headlines	News Services	Sept 3, 13:44
2	Lucy Inbox	Re: Leila	Warren Vidic	Sept 3, 9:14
2	Lucy Inbox	Re: Your pen	Warren Vidic	Sept 3, 2:36
3 (new)	Lucy Inbox	Case File #1394 [Leila Marino]	Nancy Nilop	Sept 4, 11:54
3 (new)	Lucy Inbox	Re: Case File #1394 [Leila Marino]	Warren Vidic	Sept 4, 21:25
3 (new)	Vidic Deleted	I KNOW	UNKNOWN	Sept 4, 13:00
3 (new)	Vidic Inbox	Daily Headlines	News Services	Sept 4, 12:30



Tip Make sure you read all the e-mails, as one gives you a clue that Vidic isn't too careful about hiding his Digipen. You should be on the lookout for opportunities to acquire it. Remember to read Vidic's Day 2 e-mail when you secure this Digipen.

When you've read enough, return to the bedroom and go to sleep.





Memory Block 4


Abstergo Laboratory \ Day 4 \ Morning




"Did you know that nearly every single breakthrough of the past millennia—be it medical, mechanical, or philosophical—has come from Abstergo or its predecessors?"

—Dr. Warren Vidic

You're woken by Vidic early the next morning. He's in a happier mood, as Lucy has made some modifications to the Animus that allow you to stay inside your memories longer. Wander to the Animus and look for Memory Block 4. A moment later, you're back in the Masyaf Fortress.

 There are five cameras with which to view your conversation with the doctor.

 **Tip** Before you move from the bedroom to the Animus, Target Dr. Vidic. When he turns away and walks into the Animus room, quickly hold down the Unarmed button and Pickpocket his lab coat! You find his Digipen, which allows you access to his laptop. This is the optimal time to attempt this.

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The Road to Damascus \ Kingdom

Abu'l Nuqoud \ Damascus

Al Mualim's Briefing \ Masyaf

The Road to Acre \ Kingdom

William of Montferrat \ Acre

Al Mualim's Briefing \ Masyaf

The Road to Jerusalem \ Kingdom

Majd Addin \ Jerusalem

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Al Mualim's Briefing \ Masyaf

Progression

Memory Strand \ Exoteric \ Leave for the Kingdom

Assassin's Rank: 4

Assassin's Gloves

Counter Grab move

Synchronization Blocks (minimum: 8)

Synchronization Blocks (maximum: 13)

"Greed. Arrogance. The slaughter of innocents. Walk amongst the people of their cities. You'll learn the secrets of their sins. Do not doubt that these men are obstacles to the peace we seek."

—Al Mualim

Memory Strand \ Exoteric \ Leave for the Kingdom



Speak with Al Mualim; he congratulates you on the three successes so far. He has three additional Targets for you: **Abu'l Nuqoud**, the wealthiest man in Damas; **Majd Addin**, Regent of Jerusalem; and **William of Montferrat**, liege-lord of Acre. He also warns you that your progress may have alerted the Guards of the cities you prowl. You are also given an increase in status.


 There are five angles from which to watch this conversation unfold.


Rank: Assassin 4

You acquired the Assassin's Gloves!

You have learned the Counter Grab move!

DNA Synchronization Augmented to: 8 (min.), 13 (max.)

 **Note** You can choose any of the three Investigations. The first is **Abu'l Nuqoud \ Damascus**. The second is **Majd Addin \ Jerusalem**. The third is **William de Montferrat \ Acre**. You can also replay Memory Blocks 1, 2, or 3, if you wish.

 **Note** Rest assured, after you Assassinate the first of your three Targets, you can face the next with a slightly larger DNA Synchronization bar, plus the Progression enhancements you received between Targets.



Points) more easily, and without a hard landing that attracts attention. Now, visit the Instructor and perfect your Counter Grab before leaving for the Kingdom.

Depart the Fortress, but only after you test out your **Assassin's Gloves**. Hang from a balcony, then Drop using your Unarmed Hand. Press the button again and you Grasp the next jutting wall section. You can now descend without the aid of a Leap of Faith, allowing you to remain on rooftops (and View



Note Learn the methods of the Counter Grab and the benefits of the Assassin's Gloves by perusing the Training chapter of this guide.

Note Remember that all of your optional tasks are still available to you. Consult the Tour of the Holy Land chapter for further information.

Tip Although the Animus presents the order of your Investigations as Damascus, Acre, and then Jerusalem, the optimal order to attempt these Investigations is Damascus (Abu'l Nuqoud) first, Jerusalem (Majd Addin) second, and Acre (William of Montferrat) third. William is the toughest foe, and the extra DNA Synchronization and skills accrued from the previous Investigations will help you dispatch him.

The Road to Damascus \ Kingdom

"Return to me as each man falls, that we might better understand their intentions."

—Al Mualim

Progression

Memory Strand \ Exoteric \ The Road to Damascus

Memory Strand \ Exoteric \ The Road to Damascus



Your path may be identical, but Al Mualim was correct about your infamy—there are a number of additional Saracen troops along the pathways to Damascus. Most are in close groups and can be avoided. However, if you see four in a line, slow and pass around them. If you attempt to Gallop through this Guard Post, your horse's legs are sliced, and it tumbles to the ground. The horse is still alive, but you may not be if you don't defend yourself! Fight up to nine of these foes at once, and be wary of more Guard Posts at junctions and on the trails throughout the Kingdom.

Tip The entirety of the Kingdom is now available for you to explore, and all optional tasks in the Kingdom are available to you. Consult the Tour of the Holy Land chapter for further information. You can choose to journey to any of the three cities. As you've already visited them, your paths are the same.

Tip From this point on in your adventure, you are able to choose the Memory Corridor's destination. This way you can avoid the Kingdom completely, or choose it and complete the optional tasks in that region.

Abu'l Nuqoud \ Damascus

"You take the lives of men and women, strong in the conviction that their deaths will improve the lots of those left behind. A minor evil for a greater good? We are the same."

—Abu'l Nuqoud

Overview \ Abu'l Nuqoud: The Merchant King of Damascus

The golden towers, the stately palace, the impressive Sarouja Souk, and even the crumbling Citadel of a great leader are all haunts you must explore while looking for information and dealing death. After some spectacular climbing, and battling with more Guards than you're used to, you're set to infiltrate the Palace and slay the great (in both riches and girth) Merchant King before he seeks revenge on the whole city...

Progression

Memory Strand 01 \ Interrogation

Memory Strand 02 \ Eavesdropping

Memory Strand 03 \ Pickpocket

Memory Strand 04 \ Informer

Memory Strand 05 \ Eavesdropping

Memory Strand 06 \ Informer

Memory Strand 07 \ Assassin's Bureau Return

Memory Strand 08 \ Assassination \ Abu'l Nuqoud

Memory Strand \ Optional 01: Scale View Point: 10 to complete

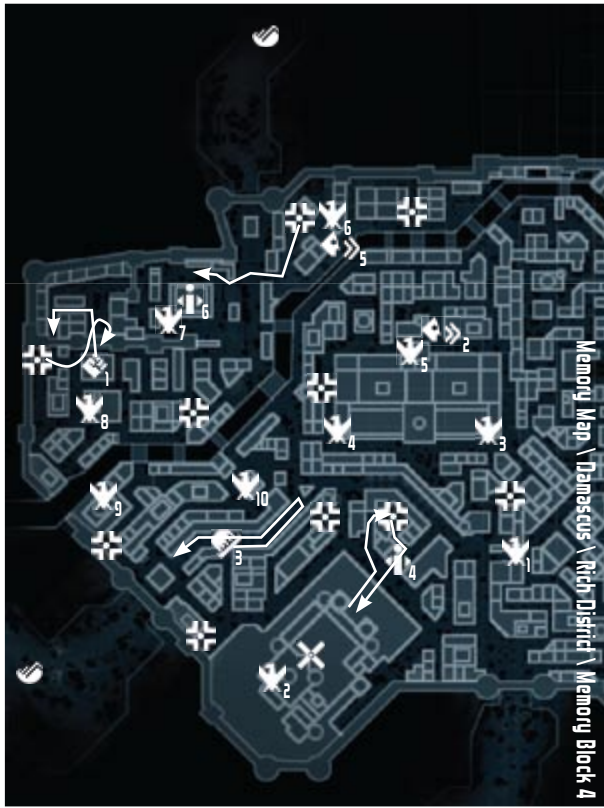
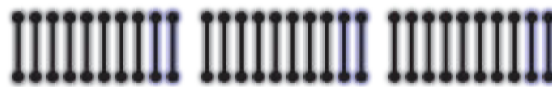
Memory Strand \ Optional 02: Save Citizens: 10 to complete

Scholars (03)

Vigilantes (07)

Synchronization Blocks (maximum: 14)





Note Memory Strands 01–06 can be completed in any order, and at any time.

Memory Strands: Optional 01 and 02 can be completed in any order, and at any time.

Memory Strand 07 can be completed after any three of Strands 01–06 are completed.

Memory Strand 08 can be completed after Memory Strand 07 is completed.

Memory Strand \ Exoteric \ Entering Damascus Again



Trot down the winding path to the small collection of market stalls by the main gate. As before, you have three options for entering this city: (1) utilize the Scholars and sneak in silently; (2) climb onto the beams and ledges on either side of the main gate, then Free-step over the Guards; or (3) challenge the Guards to combat.

Note Once through the gates, you are now in the Poor District of Damascus. You can explore this area as you did before, during Memory Block 2. After you've finished your leaping and larking, locate the Assassin's Bureau in the center of the city. It is in the same location as before.

Damascus Investigations \ Overview

You can move freely—but under the ever-vigilant presence of the city Guard—throughout the Poor and Rich Districts of Damascus. All of your Investigations take place in the Rich District, so it isn't necessary to stay in the Poor District at all. The preferred order to complete your Investigations can vary, and has changed slightly from earlier Investigations, but base it on the following:

1. Move immediately to a **View Point in the Poor District** to gain a better view of where the Assassin's Bureau is located.
2. Visit the **Assassin's Bureau**.
3. Locate the nearest **Rich District View Point**.
- 4a. Choose any **Memory Strand Investigations** (and, optionally, **Save Citizens Investigations**) that appear, complete them, and then move to the next **View Point**. Or,
 - 4b. Continue to locate additional **View Points**, moving around the Rich District in the order shown on the map, and scaling all the **View Points** so that the map is fully visible. Or,
 - 4c. Climb **every other View Point**, so the Memory Map is visible, but in less time.
5. Visit the **Assassin's Bureau** (if you haven't already).
6. Complete any remaining **Save Citizen Investigations** that you wish.
7. Complete all the remaining **Memory Strand Investigations** that you wish. Three Investigations are needed to access Memory Strand 08 \ Assassination.
8. Return to the **Assassin's Bureau** for your Assassination Target briefing.
9. Prepare the **immediate area around** the Assassination Target, if necessary.
10. Complete **Memory Strand 08 \ Assassination**.

Note Remember, there are hundreds of additional explorations to undertake in Damascus:

- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with Saracens, who guard this area.
- * Locating the Damascus Rich District's 34 Flags.
- * Reaching all 10 View Points.
- * Challenging Templars to a duel.
- * Avoiding or Grabbing and Throwing Trouble Makers.
- * Tackling through crowds.
- * Tossing Throwing Knives at foes on rooftops, or from rooftops.
- * Pickpocketing Throwing Knives from Courageous Citizens with knife belts.
- * Hanging and Dropping from buildings, and Grasping lower ledges.

Consult the Tour of the Holy Land chapter for further information.

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The Road to Damascus \ Kingdom

Abu'l Nuqud \ Damascus

Al Muslim's Briefing \ Masyaf

The Road to Acre \ Kingdom

William of Montferrat \ Acre

Al Muslim's Briefing \ Masyaf

The Road to Jerusalem \ Kingdom

Majd Addin \ Jerusalem

Abstergo Laboratory \ Day 4 \ Evening

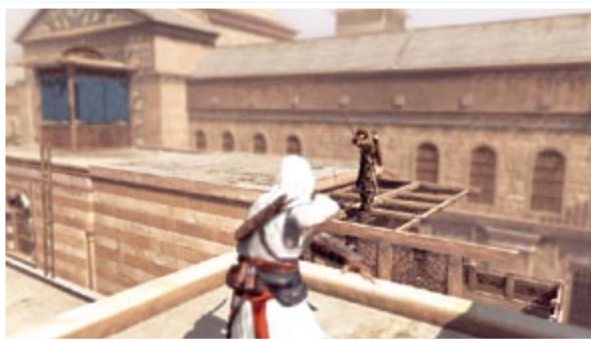
Memory Block 5

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Memory Strand \ Exoteric \ New Threats



01. Rooftop enemies.
Deal with rooftop Guards in one or more of the following ways:

Sneak up behind them, then execute them with your Hidden Blade.

Sneak up behind them, then slash them with your Short Blade or Sword.

Grab them, Throw them so they lie prone, then Assassinate them with the Hidden Blade.

Grab them, then Throw them off the roof area you're on.

Engage them in regular combat, making sure you're away from the edge of the roof.

Target and lob Throwing Knives at them from a distance (this is recommended).

Run and Tackle them so they fall off the roof.

If you require more Throwing Knives, Pickpocket Courageous Citizens with knives in their belts.



02. Guard Patrols.

These haven't been encountered before. They are groups of five Guards, led by a Sergeant, that are actively looking for you. Deal with them in one or more of the following ways:

Blend, giving them a wide berth. If you walk

next to them, combat begins, and more Guards are called.

Walk, giving them a wide berth.

Engage them in combat, and rely on Counter moves for the less proficient foes.

Engage them in combat, flee, and move through a crowd of Vigilantes.

For the Sergeant, who is a tougher and better fighter, try the following:

Attack with Combo Blows. When he jumps back, stop and ready a Counter-Attack. When the Sergeant jumps back in to deliver a nasty blow, finish him.

Learn more about this type of combat in this guide's Training chapter.



Look for the small, golden dome in the center of the city, and maneuver across the rooftops to reach it. If you encounter a Guard in this area, quickly Target and lob a **Throwing Knife** at him before he raises the alarm, or engage him in combat using one of the previously listed attack methods. Find a Roof Garden to hide in so the roof grating opens, and Drop down to meet the Rafiq.



The Rafiq greets you with a smile. He knows of Abu'l Nuqoud, the richest man in the city. His execution will be quite dangerous. "I'd start with the Omayyad Mosque and Sarouja Souk—both of which are west of here. Further to the northwest is Salah al-Din's Citadel." Leave the Bureau and work your way toward these three landmarks. But first, head to the lone minaret (shown here) to the southwest.



There are **five angles** from which to watch this conversation unfold.

Visiting the Assassin's Bureau



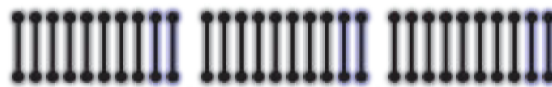
Note

The Rafiq is your Bureau Leader, and the optimal time to visit him is before you begin to scale all the View Points. However, you can ignore him and start your Investigations without the Rafiq's approval.



Note

You can return to the Bureau again for different discussions with the Rafiq. Make sure your next visit occurs after between three and six Memory Strand Investigations are complete.



Memory Strand \ Optional 01 \ Scale View Point \ 01-10

Note You can ignore these View Point climbs as all Investigations are still available (and you can see them on this guide's map). However, you cannot complete Memory Strand \ Optional 01 until you've visited all of them.

As always, revealing the Memory Map is an excellent plan, as it shows locations of useful Save Citizens and routes. Work around all the View Points in any order you like; these are only numbered in the guide so you know what each View Point looks like. Attempt this between Memory Strand and Save Citizen Investigations, or all at once. This optional Memory Strand is complete when all View Points are scaled and Synchronized.

Caution All the View Points have numerous Archers and Guards patrolling them; use skill and your swords to ensure your survival!



View Point 01 is a spired minaret with a bridge at its base. It is guarded by a couple of Archers, and offers exceptional views of the Omayyad Mosque, Sarouja Souk, and Merchant King's Palace.



View Point 02 is the middle dome of the Merchant King's Palace, and it takes a little more planning to reach than simply climbing. Locate the grounds of the Palace, then enter via the front entrance or Jump over the iron fencing.

Head through any of the giant iron doors that are ajar. There are a number of Guards patrolling the roof, so don't try to climb the outer structure.

Enter the interior courtyard and expect some resistance from the Palace Guard. Either stand and fight, or run.

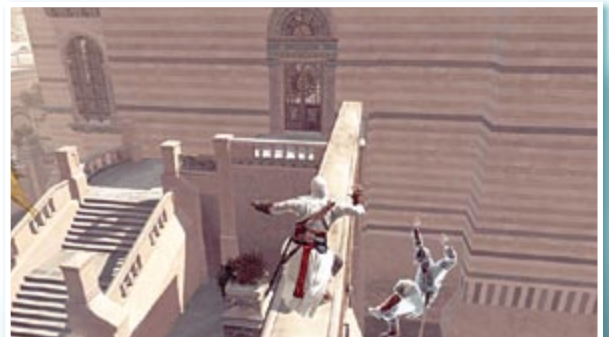


The quickest way to the roof is to run around the left side of the grand balcony to this ceremonial hut in the secondary courtyard. Climb up it, turn right when you reach the roof, and Leap to the stone balcony.

Clamber up the recessed and detailed wall to either side of the wooden wall section, then onto the roof. You aren't at the View Point yet! Move around to the sealed door and climb either the frame, the wooden scaffolding on the north side, or the ladder. You can Synchronize from here. The picture shows the courtyard, ceremonial hut, and scenery you should climb.

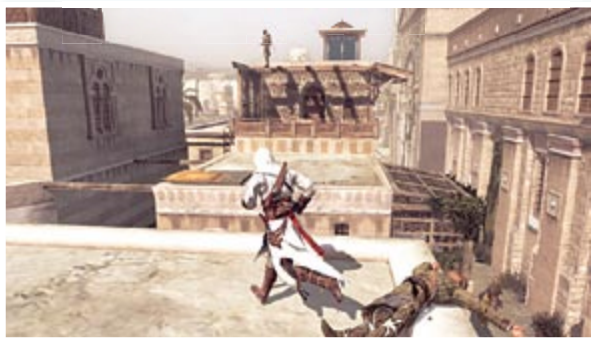


Clamber down to exit, or locate the beam on the northwest side (just below the ladder) and execute a Leap of Faith to the Hay Cart below. If you want a new way to defeat foes, maneuver onto the narrow arch to the rear of the palace and shove incoming Guards into the water below (as shown)!



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View Point 03 is the first of three huge minarets located within the Omayyad Mosque. Work your way around to the south side of the Mosque perimeter, dealing efficiently with the Guard presence (the **Hidden Blade**, before they call

the alarm, is your plan here). Make a Leap northward from the upper wooden balcony (that the Guard is standing on in the picture) and Grasp the arched window. Climb onto the roof from here.

Note Another method of scaling the main Mosque building includes Free-stepping along the beams on the western side of the structure, then Jumping across to the lattice-covered windows, which you can then climb up. Alternately, you can enter the Mosque courtyard and climb any of the arch columns.

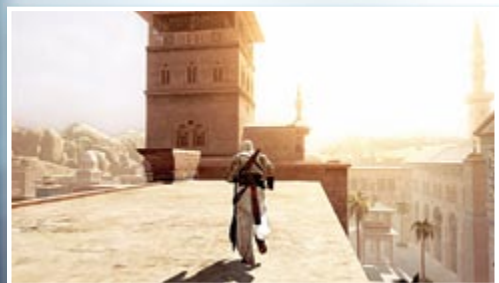
The View Point itself requires a little lateral movement and zigzagging as you climb, using the spherical bosses and ornate frames as handholds. The result is worth it; you have a commanding view of the Omayyad dome, the remains of Salah al-Din's Citadel, and the Souk below you. You can **Drop** and **Grasp** to the roof without much loss of Synchronization.



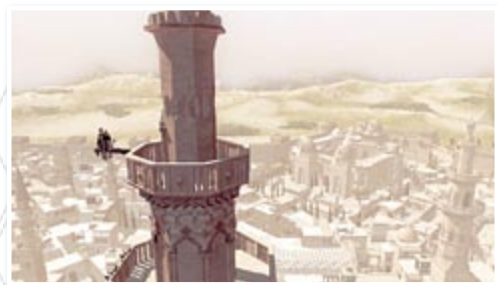
View Point 04 is the spired minaret in the southwest corner of the Omayyad Mosque. Run westward, across the Mosque roof, around the golden dome, and begin to climb this taller spire. The view allows you to study the entire western part of the Rich District and learn the layout of the Souk below.



Caution Do not **Drop** and **Grasp** when descending this minaret! Although it is possible, it is extremely difficult to **Drop** from the larger of the two balconies to the Mosque roof without a heavy loss of Synchronization! Use the **Leap of Faith** and return to the Mosque instead.

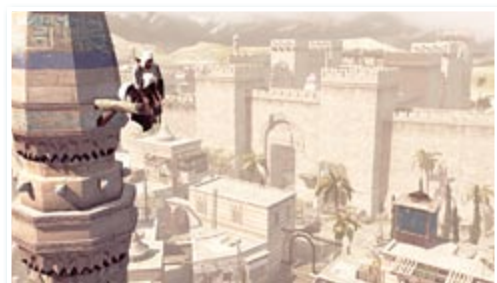


View Point 05 is the tallest spire in the city of Damascus, and is accessed either via the Mosque's interior courtyard or by landing on the roofs by the method shown earlier. Move along the northern side of the Mosque and begin your climb at this ornate base.



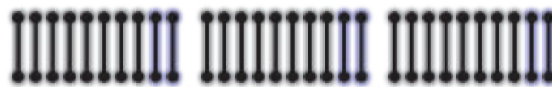
The ascent is the longest in Damascus, and it features a number of side-shuffling maneuvers to locate protruding handholds. Continue past the balcony to the beam at the upper turret. The view is spectacular; View Points 03 and 04 are on the extreme left and right edges of this picture.

Tip The Leap of Faith from this beam is the highest drop you can survive in Damascus! Be sure to try it!



View Point 06 is located north and slightly west of the Mosque's three spires. Be wary as you reach this area; many soldiers from the Citadel can stream onto the roof to attack if you don't exercise stealth and Assassinate before you climb. This is a domed minaret, with good views of the Citadel (as shown).

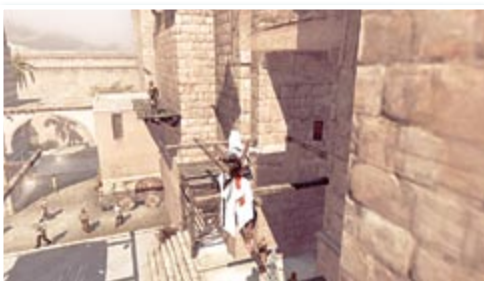
Caution If you climb while under attack, expect rocks and arrows to strike you. These can easily cause you to fall and Desynchronize.



View Point 07 is inside Salah al-Din's Citadel. To enter this area, try one of five plans: The first is to move around to face north, locating this break in the outer wall. Drop a Guard using a Throwing Knife (the position shown is too far away) or Jump down to the suspended wooden platforms to make the kill, then Leap across and into the Citadel.



The second method of entering the Citadel is to complete a Save Citizen Investigation, ensuring it is one of the two Scholars located outside the southern or eastern gates. You can then utilize the prayer group and infiltrate this most holy of structures.



The third method involves moving westward along the perimeter of the Citadel wall, to the buildings overlooking the courtyard and the southern Citadel gate. Launch a Throwing Knife at the Guards on the ledges above and to either side of the gates (or they raise the alarm). Free-step northward, across the beams above the Guard Post.

A variation of this plan occurs at the eastern Citadel gate, which has a large wooden scaffold to the right of it, near the exit gate. Clamber up and onto the scaffold, then across to the beams above the Guard Post. Free-step to the metal rod, flip under it, and land inside the Citadel.



Alternately, you can defeat the Guard Post, start a massive and fraught combat, and when all nearby Saracens are slain, stagger into the Citadel.



Citadel, climb scaffolding, ledges, or any of the buildings to the west to reach the parapet at the top of the Citadel and locate the tallest dome (shown).

View Point 08 is a spired minaret located above the courtyard by the Citadel's southern entrance.



View Point 09 is a domed minaret attached to a small Mosque with a metal fence around it, near the river.

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After you finally arrive inside the



Caution If you're traveling from View Point 08 to 09, don't try Jumping across the gap with the river below—it's too far to travel without dropping into the water. Your ancestor was *not* an adept swimmer....



View Point 10 is the cylindrical Crusader tower overlooking the Omayyad Mosque, Souk, and Palace, and is initially difficult to reach. You must approach it from these rooftops (picture 1), Leaping east to the protruding beam at the western corner. Shimmy up onto the narrow ledge, then move around this ledge until you're facing southwest. Look up—this is the only part of the structure with handholds—and ascend here. Slay two Guards at the top, then complete your **Scale View Point Investigation**.

The following information is imparted:



Memory Log "All Scale View Points completed in Damascus Rich District."

Memory Strand \ Optional 02 \ Save Citizen \ 01-03 of 10



There are a total of 10 Save Citizen Investigations in this District, and three of them involve Scholars. There is one close to the main entrance to the Merchant King's Palace (to the north, just east of a Save

Citizen Investigation where Vigilantes are rewarded). There is also one near the southern Citadel gate (pictured), and another by the eastern Citadel gate. Slay the Guards as shown, save the Scholar, and Blend to enter these areas unnoticed.



The Palace Scholars are utilized in Memory Strand 08 \ Assassination. The Citadel Scholars (southern gate) are utilized in Memory Strand 01 \ Interrogation.



Note Check the guide map for the routes the Scholars take and the locations of these Save Citizen Investigations. Note that these Scholars should be summoned prior to attempting some of the Memory Strands (as detailed in the tactics to come). Also remember that there are numerous Scholars roaming this District, with whom you can Blend during an escape.

Memory Strand \ Optional 02 \ Save Citizen \ 04-10



For all of the other **Save Citizen Investigations** in the Rich District, you are to rescue a female citizen being pushed around by Guards. When all that seek to harm her have been sent to the next life, become **Anonymous** and talk to the woman. Her gratefulness extends to the Vigilantes she knows; they help to halt the Guard presence when you're attempting to escape.



Tip As there are many more Guards than in previous areas, it is recommended you complete all these **Save Citizen Investigations**. You should also scout the area for Hay Carts, as well as Benches inside buildings that are easily run to but not easily spotted, as this can help throw off pursuers during the completion of this Memory Strand.



Note The Memory Map icon changes from a Save Citizen to Vigilantes.

The following information is imparted:



Memory Log "All Save Citizens completed in Damascus Rich District."



Note There are 20 Other Objectives (20 Save Citizens and 20 View Points) to complete. Finish all of these to Augment your Sync Bar by one Block to 14. You should have 7 vertical "Other Objective" bars filled in.



Tip Remember, you only need to complete three of the following six Memory Strand Investigations before returning to the Assassin's Bureau to access Memory Strand 08 \ Assassination.



Memory Strand 01 \ Interrogation

Note You can hear this rambling set of compliments to the Merchant King when you near the courtyard. Listen when you're prowling the rooftops, or locate the Despot via your Memory Map.



This takes place in front of the Citadel's southern gates. In order to stand the best chance of success, ensure the Scholars are available to **Blend** into before you start this task. Target and listen to the Despot in the middle of the courtyard as he extols Abu'l Nuqoud's virtues.



The Despot finishes his speech, then walks past the Guard Post and into the Citadel. If you try to follow him, you're pushed back by the Guards and your Investigation fails. If you run, shove, hit a Crate Carrier so he drops his cargo, or draw a weapon, you are surrounded by Guards. You must attempt one of the following plans to ensure you can enter the Citadel:



01: Silent Scholars: Only if the Scholars are waiting to the left of the Despot should you attempt this. Join them in prayer and follow them up the steps and past the Guards before you break off from them.

02: The Great Slayer: Bring out your **Blade** prior to listening to the Despot, and begin a massive battle in the courtyard, ensuring that the four Guards at the post are killed. Become **Anonymous**, quickly return to start the Investigation again, and walk unhindered through the Citadel gate.



03: The Cunning Player: The most proficient plan involves you following the Despot, but moving to

one side of the gate to avoid any Crate Carriers. Scale the wooden scaffold to the side of the gate, **Free-step** over the Guard Post, and Leap around the left-hand buildings while stalking your prey.

The Despot turns left at the wall, down an alley. This passage is dark—ideal for roughing up the Despot without attracting any Guards. You tell the Despot you have business with the Merchant King. You finish the conversation with a swift stabbing.



You realize the following once the talk is over:

Memory Log "The best time to strike the Merchant King is when he addresses his guests. The moment may be brief, but it will be all I need."

Memory Strand 02 \ Eavesdropping



This listening Investigation takes place just north of the Omayyad Mosque, in a bustling courtyard. Walk, ideally in Blended prayer, toward the central drinking fountain. Sit down on the Bench opposite the Guard and the robed man who are talking under the archway. They are discussing a shipment of wine.

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There's a Trouble Maker and a large crowd in this area. Don't get pushed or you start a battle with the Guards!



Additional Data

The holy book the robed man is quoting from is the **Qur'an**, specifically **Surah 15. Al-hijr, Stoneland, Rock City** (verses three and four).

Your keen ears reveal the following:



Memory Log

"The Merchant King has received a vast quantity of wine. He is preparing for another feast. He seems unshaken by his preparations, even though wine is prohibited by his religion. If he can ignore the laws of his Prophet so easily, one can only wonder what other impious acts he'll commit."



Memory Strand 03 \ Pickpocket

Move to the Sarouja Souk, taking care to learn that the market is actually in two long, covered sections. The Pickpocket occurs in a small alcove at the corner of one of the junctions. Approach it from the west or east, slowly walking along the ground or Free-stepping across the roof beams.



A nobleman is meeting with a Saracen Rider. After the conversation, the Saracen begins to walk away from you. Follow or Drop quickly down without alerting him, then snatch the parchment from his waist. It makes interesting reading:



Memory Log View Attachment: The following Attachment has become available:

Peace Be Upon You, Hisham:

I have done my best to balance the ledgers, but the counts show something strange: payments to Jerusalem's Regent and William of Montferrat in Acre.

I had thought this might be connected to the ransom demanded by the Crusaders for our captive brethren, but given the way that ended (peace be upon those poor souls), this seems unlikely. It also does not account for the deliveries to Jerusalem. But if the money was not meant for ransom, then what is its purpose?

You should also know that there have been extravagant parties as of late. All held within The Merchant King's Palace. This is absurd! The citizens of Damas starve themselves to help Salah al-Din's war efforts, but instead, their money is being spent on feasts! They deeply despise the Merchant King, and are powerless to stop him. Which is why I write to you now.

Please, say nothing to the Merchant King for now. Should he become suspicious, he'll attempt to hide his misdeeds. I'll contact you when I've learned more.

With Peace,
Marzuq

The letter has its own revelations:



Memory Log

"The people of Damascus despise the Merchant King for spending their money on his extravagant parties held inside his palace. Attending one of these celebrations should bring me close enough to strike."

Memory Strand 04 \ Informer

Investigation Type: Assassination

Number of Targets: 2

Time Limit: 03:00:00

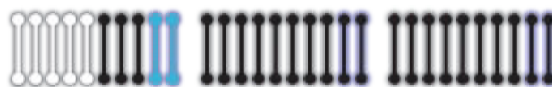


Just south of the southeastern entrance to the Souk, near the Palace railings, is a large door with an Assassin Informer standing by it. He requires the dispatching of Abu'l Nuquod's private Guard, and he wants it done before noon. He's tackling two, leaving you to deal with the other two. You have to be quick; the sun is at its zenith in three minutes!



The timing of these executions is crucial, so plan your attack carefully. Begin by heading up the alley from the Informer, into the main thoroughfare next to the Souk entrance. Look for the bald, Suspicious Guard heading in from the alley left of the arched gate. Check that there are no nearby Guards looking, and Assassinate him as he inspects goods at the stall.





Run (don't Sprint) into the Souk without striking or knocking over any citizens, and head toward the opposite exit. The second of the Guards is walking toward you. Simply twist the Hidden Blade in from the front and continue to run out of the Souk, around the corner to the left, and back to the Informer before anyone sees the body fall. The Informer's information is worth the danger.

Memory Strand 05 \ Eavesdropping



The next Eaves-dropping Investigation you should try is along the river, in the northern section of this District. The two servants, speaking in worried and hushed tones about a party they are preparing, are by the balcony overlooking the river. There's a Bench on the opposite wall to sit on while you listen.



The servants reveal this necessary information (which is shown on the guide map of Memory Strand 08):

Memory Strand 06 \ Informer



You gain this additional knowledge:

Memory Log "There seems to be a fountain in the middle of the Merchant King's Palace which I could climb should the need ever arise."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



Memory Log "Some servants spoke of leaving behind a scaffold just outside the Merchant King's quarters. I could use the passage they took to bring a scaffold up there. It will bring me closer to my Target."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



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Investigation Type: Challenge
Number of Flags to Collect: 20
Time Limit: 03:00:00



the wall, slaying all Guards before entering, starting a fight then slipping through and hiding once inside, or Free-stepping up the scenery on either side of either entrance.

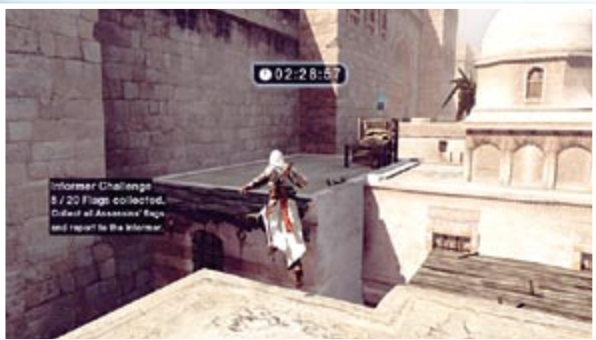
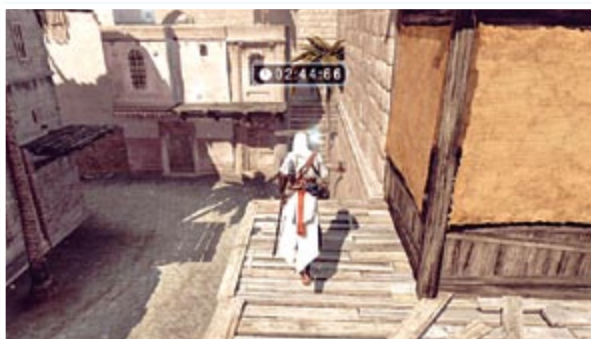


When you eventually reach the interior of the Citadel, be sure to hide (the Hay Cart at the rear of the inner keep is a good place to wait).

There is an old inner keep inside this Citadel. This location is where your Assassin brethren is waiting to request that you locate a number of Flags. Apparently this heat has made your friend a little weak at the knees. Begin your collecting by turning around and exiting the keep, passing through the first Flag at the entrance.



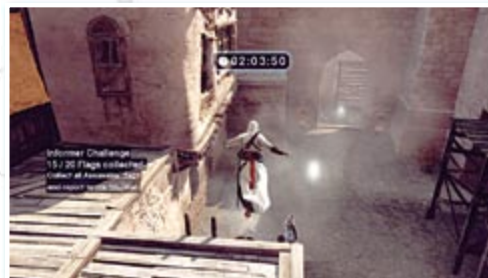
The initial batch of Flags is easy enough to locate. Climb the small building opposite the entrance, then turn left (as shown) and begin to maneuver along the beams, taking Flags as you go.



Climb up the small corner section of the building to your left, and Free-step over the beams above the street until you reach more solid ground as the Flags curve right, around a dome (as shown).



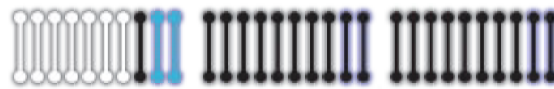
Head up the wooden steps next to the dome, and Leap across to the building opposite, continuing in a clockwise circle before Dropping down to a wooden platform (shown) and across more wooden structures.



Land on the building structures near the high stone wall, turn right, and run off the edge of the lower buildings (as shown), steering near the ladder so you don't land on the Guards. Pass through the archway.



After you pass through the archway, turn left and collect the last Flag at the top of a small section of steps leading back to the keep (and the waiting Assassin Informer). He thanks you profusely and reveals some rather useful information, including a map showing the location of the Merchant's Guards.



You gain the following once the Investigation is over:

Memory Log "A map of where the Merchant King's stationed his Guards. This will definitely prove useful."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



Memory Strand 07 \ Assassin's Bureau Return



With between three and six Investigations complete, head back to the jovial Rafiq inside the Assassin's Bureau. He stops decorating his pottery long enough to ask your thoughts. You are handed a feather.

 There are **five angles** from which to watch this conversation unfold.

Your planning takes the form of the following hypothesis:

Memory Log "Abu'l Nuqoud, a corrupt man of tremendous wealth, is planning another feast today. At some stage, he will speak to his guests, no doubt made drunk and stupid by his gluttony. This will be my moment..."

X Memory Strand 08 \ Assassination \ Abu'l Nuqoud



Tip There is little you can do to prepare for the assassination to come. Instead, prepare your escape routes for after the assassination. The more Save Citizen Investigations you've done, the easier it will be to escape and become Anonymous again. The choice of routes into the Palace, and then up to Assassinate the Merchant King, are yours to ponder.

Entering the Palace

01. Praying to Get in the Palace: The first technique for entering the Palace is to search out the Scholars that you rescued, just north of the main Palace gate. A Trouble Maker is lurking at each ground-level alleyway entrance to the Scholars' location, so sidestep him or come in via the roof. Team up with your prayer group and move past the Guard Post and up the stairs, easily slipping in through the front door.



02. Scaling the Perimeter from the East: Another sneaky way to enter this Palace is to head in from the east, moving toward the side of the Palace. Bring Throwing Knives with you and take out two rooftop Guards on the adjacent buildings. Afterward, Jump onto the suspended wooden platform, then to the perimeter wall.



Drop down into the outer courtyard behind the perimeter wall, but only after you observe the Guard Patrol route so you know you won't be caught by them. Run around the tree and Assassinate the Guard (who shouldn't have spotted you) standing in its shade. Quickly enter via the front door.



Caution You can also try running to the side entrance in this area, but a Guard Patrol is likely to sound the alarm, and the entrances to the inner courtyard become Desynchronized.

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03. Scaling the Perimeter from the Northeast: If you aren't interested in using the Scholars, you can watch the Guard Patrols from the street adjacent to the perimeter fence. When the coast is clear, move to the left corner, Leap the fence, and sneak along the left wall. Move around the tree and Assassinate the Guard as in plan 02. Enter via the front door.



04. Scaling the Perimeter from the Northwest: Your final plan is to approach from the northwest, looking over the right perimeter wall. Before you reach there, however, use Throwing Knives to defeat the roof Guards, including the one standing by a suspended, wooden plank (picture 1). When he and any other Guards within sight are slain, move to this suspended plank. You can now see the right-hand Guard Patrol's route. Leap onto the plank, over the wall, and Assassinate the Guard to the left (seen in picture 2). Enter via the front or side doors.



Be mindful of the Guard presence in this area. The two Guards and additional troops to the southwest (rear) of the Palace mean approaching from this location isn't wise.

The Assassination Begins



You enter a place of festivities and merriment. The traders are drinking wine straight from a fountain as belly dancers prance and frolic. On a large balcony overseeing the party is the Merchant King himself, flanked by two muscular henchmen. Abu'l Nuqoud is a sight to behold—obese to

the point that his expensive robes are bursting at the seams. He appears to be wearing makeup, and is covered in exquisite jewels.

Traders cup their goblets and drink from the wine fountain. You spot Palace Guards emerging from doorways and settling in around the upper balcony perimeter. "May you be given everything you deserve!" the Merchant King shouts as a toast. The crowd cheers.



Archers move to the balconies above. A trader coughs violently. He grabs his throat. Fear is in his eyes. He collapses. Others stagger and fall. Those standing panic and try to run. The Merchant King finishes his oratory: "Kill anyone who tries to escape!"



There are **five glitches** that change your perspective:

As the Merchant King steps forward to address the crowd (pictured).



Just before two traders greedily cup their goblets to the wine fountain.

Just prior to the Merchant King's toast.

As the Merchant King scolds the crowd for their insensitivity, and his Guards run in.

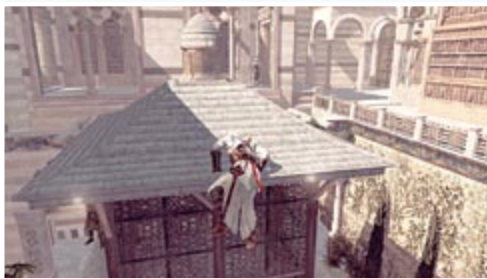
Just before the first patron is poisoned and collapses.

The Assassination Ends



01. The Proficient Plan: Slaying your Target isn't easy, as he's up on a balcony and flanked by two personal bodyguards. There are also Archers and the milling crowd to deal with. Ignore all of them except for the crowd, which you should run through and Tackle as you head through the left set of archways to the side of the poison fountain.





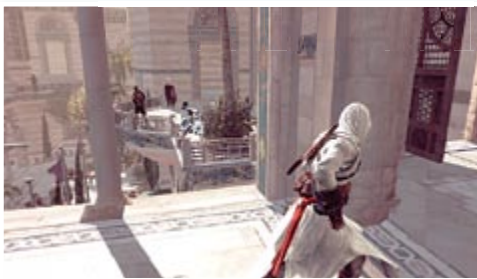
Run between the tables, along the path to the left of the two trees, and head for the ceremonial hut you may have utilized to climb to the top of the Palace when you were exploring View Points earlier. At the top of the hut, toss a **Throwing Knife** into the waiting Archer and immediately switch to your **Hidden Blade**.



Without delay, Leap across to the balcony and turn right, looking toward the side entrance leading to the large balcony from which the Merchant King was viewing the crowd. A second later, Abu'l Nuqoud runs out; immediately **Assassinate** him before he has a chance to see you! Expect him to run at you—be quick!



02. The Quick and the Dead: Another tactic to employ is to utilize the information you acquired during the Investigations. Maneuver up the poison fountain—from here you can easily Jump to the top of the archways on either side of the courtyard. They are otherwise unable to be reached.

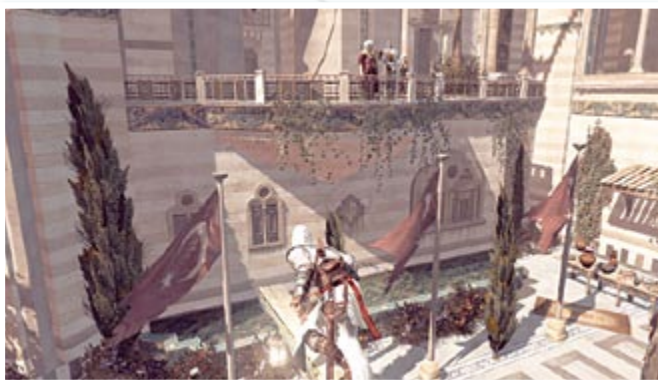


You can also climb these archways, risking arrow fire, by Leaping on the tables to the right, Grasping

the overhang, then pulling yourself up and onto the upper balcony. Race toward the Merchant King, and either Leap out of the last archway or round the corner and go through the open door.



Note You can also attack the Archers, either by **Assassinate** or **Throwing Knives**, as you progress toward the balcony. You can elect to fight or ignore the Merchant King's two bodyguards. The chase only begins once Abu'l Nuqoud races through the door to the left.



is via the poison fountain, up onto the top of the archways, and then off the archways and onto the tip of any of the Saracen flagpoles, Grasping the railing of the balcony. If time is a concern, ignore the bodyguards and give chase through the left door.



Tip Deal with the bodyguards by lobbing a **Throwing Knife** at each of them or shoving them off the archway top if they jump down to engage you. You can fight them and still give chase afterward.

04. Finishing Abu'l Nuqoud Off: The Merchant King now flees to a Guard Tower at the far end of the Souk. Sprint after him, down the stairs. Optionally Leap across the water, over the small island, and to the side avenue; you can **Assassinate** him here if you're quick! Otherwise, he barges through the two-man Guard Post.



Tip Prime your **Hidden Blade** as soon as the chase starts—it is the proficient method of taking Abu'l Nuqoud down! You can chuck **Throwing Knives** at the Merchant King, but these will not finish the job. You have to finish him with the **Hidden Blade**.

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03. The Quicker and the Dead: An alternate route to the Merchant King's balcony



The chase eventually spills out onto the streets of Damascus, which isn't recommended, so Sprint and Assassinate immediately! Abu'l Nuqoud takes a random route but always enters the Souk. Follow him, ensure you have

Vigilantes in the area to help stop Guards from attacking you, and use the Souk's ceiling beams to Free-step across so you don't get bogged down in Guard fights.

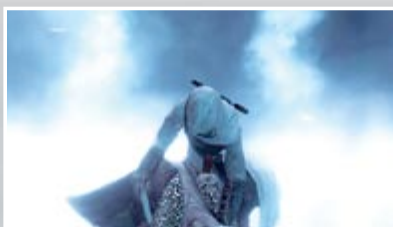
If the Merchant King manages to reach the Guard Tower, expect additional troops to defend him. You have a real fight on your hands! Target Abu'l Nuqoud during this fight, bringing him down before you're completely Desynchronized!



You enter the Memory Corridor with a jolt. The Merchant King asks you why he has to die. Abu'l Nuqoud's voice fades: "You cannot stop us. We will have our New World...."



There are **five glitches** that change your perspective. They occur throughout Abu'l Nuqoud's last soliloquy, except he is speaking as if in a conversation and glimmering in the ether of the Memory Corridor.



Return to the Assassin's Bureau



Time to leave! Your route back to the Assassin's Bureau should be relatively free of mishaps—you know the main thoroughfares and the place of the assassination only has a few Archers to weave around. Exit via the side entrance to the southeast, then Leap northeast over the buildings to the Bureau dome itself.



The Rafiq sees your bloody feather and is glad of your success. You tell him the Merchant King used "a coward's tool"—poison—and blamed the populace for the war. You are instructed to return to Al Mualim.

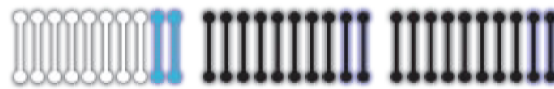
There are **five angles** from which to watch this conversation unfold.

Your fourth (or fifth or sixth) assassination leaves you to wonder:

Memory Log "These men I'm sent to kill are wicked. They profit from the war. And so I am sent to stop them, and ensure that peace returns. But then why do the Merchant King's words dig so deeply? Is it wrong for me to see a bit of truth in them? I should return to Al Mualim, that he may help me make sense of this and crush these seeds of doubt."

Note You can instantly fast-forward your memory to Masjaf, explore the Rich District of Damascus and the Kingdom, or quit the Animus. Your subsequent mission begins when you reach Al Mualim.

Note If you completed William of Montferrat \ Acre and Majd Addin \ Jerusalem prior to this, your memory is returned to the Laboratory.



Al Mualim's Briefing \ Masyaf Progression

Memory Strand \ Exoteric \ Leave for the Kingdom

Assassin's Rank: 5

Assassin's Boots

Counter Dodge move

Synchronization Blocks (minimum: 9)

Synchronization Blocks (maximum: 15)

"There is a difference, Altair, between what we are told to be true and what we see to be true. Most men do not bother to make the distinction. It is simpler that way. But as an Assassin, it is your nature to notice. To question."

—Al Mualim

Memory Strand \ Exoteric \ Leave for the Kingdom



Locate Al Mualim, who is perusing his collection of dusty tomes to the right of his desk. You are ordered to your next Target, and receive an increase in status.



There are five angles from which to watch this conversation unfold.

Rank: Assassin 5

You acquired the Assassin's Boots!

You have learned the Counter Dodge move!

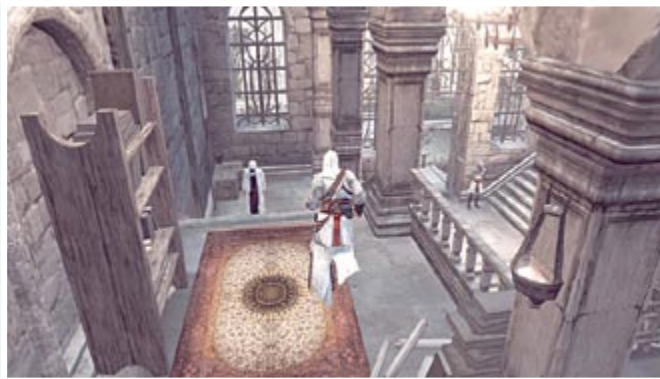
DNA Synchronization Augmented to: 9 (min.), 15 (max.)



Note You can choose any of the three Investigations (based on who you have left to Investigate and Assassinate). The first is Abu'l Nuqoud \ Damascus. The second is Majd Addin \ Jerusalem. The third is William de Montferrat \ Acre. You can also replay Memory Blocks 1, 2, and 3, if you wish.



Note After you Assassinate the second of your three Targets, you can face the last one with a slightly larger DNA Synchronization bar, plus the Progression enhancements you receive between Targets.



Leave for Acre (or if you wish to complete the third of these Investigations, leave for Jerusalem), but only after learning of your new abilities, courtesy of the **Assassin's Boots**. These boots allow you to roll back onto your feet instead of to the ground after being pushed, tackled, or struck. You can, however, still fall from rooftops and ledges! Locate the Instructor in the courtyard, complete the training so you can opt for the **Counter Dodge** during combat, and ride for the Kingdom.



Note Learn the timing and advantages of the Counter Dodge, and the proficiency of the Assassin's Boots, by perusing the Training chapter of this guide.



Note Remember, all your optional tasks are still available to you. Consult the Tour of the Holy Land chapter for further information.



Tip The optimal order to attempt these Investigations is Damascus (Abu'l Nuqoud) first, Jerusalem (Majd Addin) second, and Acre (William of Montferrat) third. William is the toughest foe, and the extra DNA Synchronization and skills accrued from previous Investigations will help you dispatch him.

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The Road to Acre \ Kingdom

"Two more leaders remain. Go and see to it that their rule is ended."

—Al Mualim

Progression

Memory Strand \ Exoteric \ The Road to Acre



Tip The entirety of the Kingdom is available for you to explore, and all optional tasks in the Kingdom are available to you. Consult the Tour of the Holy Land chapter for further information. You can choose to journey to any of the three cities. As you've already visited the cities, your paths are the same.



Tip Remember, you are now able to choose the Memory Corridor's destination. This way you can avoid the Kingdom completely, or choose it and complete the optional tasks in that region.

Memory Strand \ Exoteric \ The Road to Acre



01. Via the Forest Village: As you know, there are two routes to Acre, and the first is slightly safer due to the increased Crusader presence in the Gorge and Lakeside Village areas of the

Kingdom. Ride to the first milestone obelisk, then toward Damascus instead of Acre. After you reach the tower, head right at this junction (shown), just before you reach the lower part of Forest Village.

Stay to the right of the houses, passing the cone-shaped huts and the pond on your right, then head right at the junction. You ride past some rowdy Saracens, then up through the mountain trail, all the way to the top of the Crusader Gorge. Leap the broken wooden bridge (as shown), and ride down to the tower.



02. Via the Lakeside Village: The other route is to simply retrace your steps along the route you may have taken when you first visited Acre. Choose the right trail down to the Lakeside Village, then into the Crusader Gorge. Slow down and maneuver around the Crusaders when you reach the Gorge—some Crusaders create Guard Posts and slice your horse's legs from under you. Negotiate this area with care.



Your infamy is spreading, and more Crusaders are on patrol. Most of them are in close groups (as shown) and can be avoided. However, if you see four in a line, slow and pass around them. If you attempt to Gallop through this Guard Post, your horse's legs are sliced, and it tumbles to the ground. The horse is still alive, but you may not be if you don't defend yourself! Fight up to nine of these foes at once, and be wary of more Guard Posts at junctions and on the trails throughout the Kingdom. Continue past the Crusader Camp and into Acre.



William of Montferrat \ Acre



"We'll see how sweet they are...the fruits of your labors. You do not free the cities as you believe, but damn them. And in the end, you'll have only yourself to blame. You who speak of good intentions..."

—William of Montferrat

Overview \ William of Montferrat: Regent to King Richard the Lionheart

The Regent of Acre, William of Montferrat, and King Richard the Lionheart himself are in the large Citadel at the southwestern edge of Acre's Rich District. There they are plotting moves... and almost coming to blows. While much of the population whines about their treatment under William's rule, others plot his downfall. However, it will take one versed in the art of assassination to infiltrate his sturdy corner keep and bring the man into the afterlife....

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- Memory Strand 08 \ Assassination \ William of Montferrat
- Memory Strand \ Optional 01 \ Scale View Point: 11 to complete
- Memory Strand \ Optional 02 \ Save Citizens: 09 to complete
 - Scholars (02)
 - Vigilantes (07)
- Synchronization Blocks (maximum: 16)

Note Memory Strands 01–06 can be completed in any order, and at any time.

Memory Strands: Optional 01 and 02 can be completed in any order, and at any time.

Memory Strand 07 can be completed after any three of Strands 01–06 are completed.

Memory Strand 08 can be completed after Memory Strand 07 is completed.

Memory Strand \ Exoteric \ Entering Acre Again



Leave your horse at the spiked heads and decaying bodies, and move toward the main gate again. Just like your previous infiltration of this city, you have three options to attempt: (1) use the **Scholars** and walk in silently; (2) climb onto the beams and ledges

on either side of the main gate, and then **Free-step** over the Guards and under the portcullis (as shown); or (3) **challenge** the Guards to a fight.

Note Once through the gates, you are in the Poor District of Acre again. You can explore this area as you did before, during Memory Block 3. When you've finished your optional maneuvering, head south and locate the Assassin's Bureau in the center of the city. It is in the same location as before.

Acre Investigations \ Overview

Additional Data Some of the city's population refers to this area as the Chain District, due to this being the area where the Chain Court operates with jurisdiction over maritime affairs.



You are able to wander around both the Poor and Rich Districts of Acre as long as you're aware of the constant vigil the city's Crusader Guards keep from ground and rooftop. All your current Investigations take place in the Rich District, so you do not need to stay in the Poor District. Use the following list of hints as a basis when planning the order of your Investigations:

1. Move immediately to a **View Point in the Middle District** to gain a better view of where the Assassin's Bureau is located.
2. Visit the **Assassin's Bureau**.
3. Locate the nearest **View Point in the Rich District**.
- 4a. Choose any **Memory Strand Investigations** (and, optionally, **Save Citizen Investigations**) that appear, complete them, and then move to the next **View Point**. Or,
- 4b. Continue to locate additional **View Points**, moving around the Rich District in the order shown on the map, and scaling all the **View Points** so that the map is fully visible. Or,
- 4c. Climb **every other View Point**, so the Memory Map is visible, but in less time.
5. Visit the **Assassin's Bureau** (if you haven't already).
6. Complete any remaining **Save Citizen Investigations** that you wish.
7. Complete all the remaining **Memory Strand Investigations** that you wish.
- Three Investigations are needed to access Memory Strand 08 \ Assassination.
8. Return to the **Assassin's Bureau** for your Assassination Target briefing.
9. Prepare the **immediate area around** the Assassination Target, if necessary.
10. Complete **Memory Strand 08 \ Assassination**.



Note Remember, there are hundreds of additional explorations to undertake in Acre:
 ▲ Free-stepping, Leaping about buildings and scenery, and other exercises.

- ▲ Learning how to react in crowded areas.
- ▲ Fighting with Crusaders, who guard this area.
- ▲ Locating the Rich District's 34 Flags.
- ▲ Scaling all 11 View Points.
- ▲ Challenging Templars to a duel.
- ▲ Avoiding or Grabbing and Throwing Trouble Makers.
- ▲ Tackling through crowds.
- ▲ Tossing Throwing Knives at foes on rooftops, or from rooftops.
- ▲ Pickpocketing Throwing Knives from Courageous Citizens with knife belts.
- ▲ Hanging and Dropping from buildings, and Grasping lower ledges.

Consult the Tour of the Holy Land chapter for further information.

✚ Memory Strand \ Exoteric \ New Entities

01. Rooftop Enemies: Deal with rooftop Guards (mostly Archers) in one or more of the following ways:

Sneak up behind them, then execute them with your Hidden Blade.

Sneak up behind them, then slash them with your Short Blade or Sword.

Grab them, Throw them so they lie prone, and then Assassinate them with the Hidden Blade.



Grab them, then Throw them off the roof area you're on.

Engage them in regular combat, making sure you're away from the edge of the roof.

Target and lob Throwing Knives at them from a distance (this is recommended).

Run and Tackle them so they fall off the roof.



02. Guard Patrols: These are groups of five Guards or more, led by a Sergeant, that are actively looking for you. Deal with them in one or more of the following ways:

Blend, giving them a wide berth. If you walk next to them, combat begins and more Guards are called.

Walk, giving them a wide berth.

Engage them in combat, and rely on Counter moves for the less proficient foes.

Engage them in combat, flee, and move through a crowd of Vigilantes.

For the Sergeant, who is a tougher and better fighter, try the following:

Attack with **Combo Blows** and, when he jumps back, stop and ready a **Counter-Attack**.

When the Sergeant jumps back in to deliver a nasty blow, finish him.



03. Courageous Citizens (Knife Pickpocketing): Even more now than in Damascus, you require a steady supply of Throwing Knives. To receive a plentiful supply, locate the Courageous Citizen—he has a hood, is broad-shouldered, and carries waist purses. Simply Target him and attempt a Pickpocket, as you would normally. If you are successful, you steal five Throwing Knives.





If you are unsuccessful or are spotted, you are shouted at. Continue to harass the Courageous Citizen. You are challenged to a Fistfight, with other nearby Courageous Citizens joining in. Punch, slay them with weapons, or (for an ultimate in ironic takedowns) chuck a Throwing Knife at them! For every Courageous Citizen you knock out, you retrieve only one Throwing Knife. You can only carry a maximum of five Throwing Knives until you reach Rank 6.

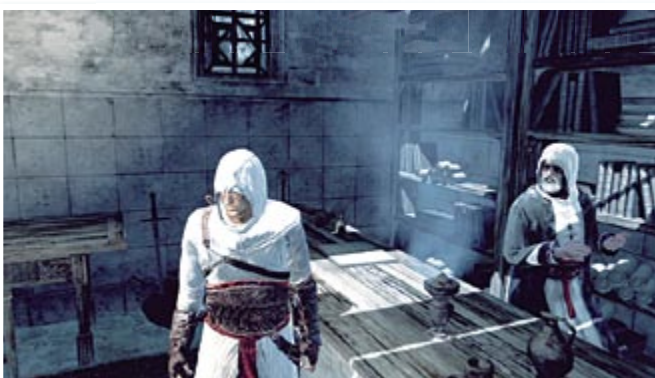
Learn all about dealing with rooftop enemies, Guard Patrols, and Courageous Citizens in this guide's Training chapter.

Visiting the Assassin's Bureau

Note The Assassin's Bureau is in the center of Acre, and you should visit the Rafiq there before you start ascending all the View Points. Of course, you can also ignore him and start exploring without his approval.



The dome-shaped miniturret and metal roof entrance are your visual clues to the Bureau's location. As always, if any rooftop Guards are encountered on your way here, quickly Target and deliver a ranged Throwing Knife to their gut. This way they keel over before they shout and raise the alarm. Alternately, try an attack method listed in the previous section. Descend into the Bureau after you are Anonymous.



The cowled Rafiq stops inspecting his musty book collection and listens as you explain that your Target is William of Montferrat. "Then the Chain District is your destination..." the Rafiq replies. "But be on your toes. That section of the city is home to King Richard's personal quarters, and it is under heavy watch." The Rafiq explains that William has been named Regent while Richard conducts his war.

The Rafiq then lists Richard's Citadel, the Cathedral of the Holy Cross, and the border between the Chain (Rich) and Hospitalier (Poor) Districts. Exit and look south, then head toward this initial View Point spire.



There are five angles from which to watch this conversation unfold.



Note Return here if you wish more hints or another chat with the Rafiq. To begin your Target Assassination Memory Strand, ensure your next visit occurs when three to six Memory Strand Investigations are complete.

Memory Strand \ Optional 01 \ Scale View Point \ 01-11



Note You can ignore these View Point climbs as all Investigations are still available (and you can see them on this guide's map). However, you cannot complete Memory Strand \ Optional 01 until you've visited all of them.

Gradually removing the mist from your Memory Map is advisable, as Save Citizen Investigations and thoroughfare routes are revealed. Move around the View Points in any order you like (they are only numbered here to indicate what each View Point looks like). Attempt these climbs between Memory Strand and Save Citizen Investigations, or all at once. Remember to ascend and Synchronize.



Caution The base, and sometimes the top, of these View Points have many Archers and Guards patrolling them!

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View Point 01 is a small, spired Crusader steeple with a couple of nearby Archers and a good view of the Poor (shown) and Rich Districts.

View Point 02 is a bell tower attached to a church at the corner of the Middle District (which cannot be entered yet). It offers a good view of the next View Point, as well as the rooftops of the Rich District.



View Point 03 is a sharp-cornered turret atop a small Guard Tower and above a Pickpocket Investigation. Slay the two Guards on the roof before you reach this View Point.



View Point 04 is another bell tower, but is attached to a domed Church, making it easy to pick out from the other rooftops. Expect three Archers to spot you during your ascent!

Look southwest from View Point 04 and you see a short, spired tower: **View Point 05**. As with many of these places, it features two Archers, plus another farther away.



Caution

Slay rooftop foes before you climb, or take your chances with their arrows and rocks. A strike can knock you off. If this happens, immediately Grasp to stop your fall from becoming a death plummet!



View Point 06 is on the border between the Rich and Poor Districts. It is a bell tower atop an arched gateway. Expect at least two rooftop foes. Leap to handholds on the side of the arch, or climb on top of the arch from the southwest side (heading northeast).



View Point 07 is another short spire, but has Free-stepping beams at its base and no real place to stand and fight, meaning long-range Guard takedowns are recommended. It is close to the seawall.



View Point 08 is a square-cornered Crusader tower in a courtyard, and can be approached from the ground or roof. Either way, head to the southwest side (shown here), where you can Jump onto or climb up a long, wooden scaffolding attached to the tower's side, then up the arrow holes.





The rooftop crenelations present another problem: there are two Guards up here. Bring your Hidden Blade down on the first, then challenge the second to taste your cold steel! The view allows you to study the Cathedral and Citadel.



View Point 09 is another small, spired tower at the northwestern edge of the Citadel market area. It offers views of View Point 08, the Cathedral, and the Citadel. Beware of the narrow roof and Archers!



View Point 10 is the gigantic Cathedral of the Holy Cross. Approach it from the northwest, heading southeast. Your first plan when scaling this massive structure is to take down the Archer on the rooftop adjacent to the side of the Cathedral.



When the coast is clear, scurry along the buttress archway connecting the rooftop to the Cathedral. Jump onto the narrow sloped

lower roof, then onto the buttress column, and edge upward (as shown). Head around the lip of the column, then climb up and onto the arched stonework.

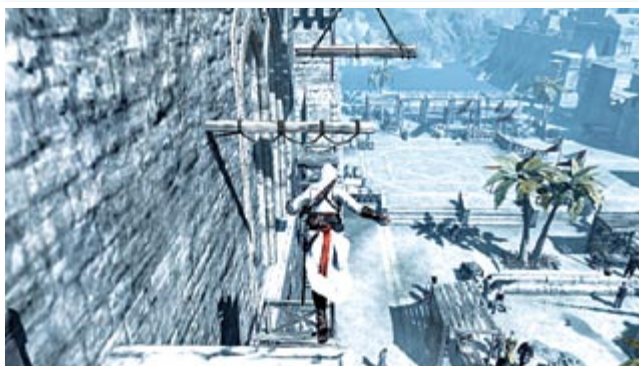
Climb onto the main roof and bring quick and painful justice (either throwing or blade thrusting) to the two Guards here. Then move to the rear of the Cathedral and slaughter the two Guards on either side roof. Finally, run along the main roof ridge (shown), ignoring or Targeting and lobbing Throwing Knives at foes.



Now comes the great climb.... Move to the base of the roof and Cathedral spire and Leap at the giant arched window. Climb to a second window, then onto the spire roof itself. Continue up the shingles and iron to the cross at the top. Crouch on the horizontal span of the cross—not on the very top of it—to Synchronize.



Note The Leap of Faith from the Cathedral cross is the highest drop you can survive in Acre, and one of two spectacular falls you can attempt in the Rich District. Make sure you attempt this at least once!



scaffolding to the left of the main gate, adjacent to the Citadel wall. Scale the scaffold, Leap to a small stone balcony, and turn and Leap across the Free-step beams and suspended platforms.

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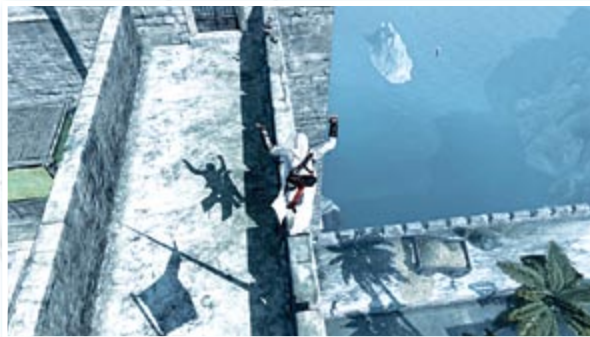
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View Point 11 is in the western corner of Richard's Citadel, surrounded by water on three sides. As there's a Guard Post (which can be attacked if you wish a long, protracted fight), locate the



Jump across the two tower tops, heading in a counterclockwise direction; this is the quicker way to reach the tall tower.

Note the location of this **Leap of Faith** point with the Hay Cart below. It is at the northern corner of the Citadel, and the quickest route if you wish to escape the walls of the Citadel entirely. Remember this for later! Maneuver over the corner tower section and head southwest, delivering a Throwing Knife into a waiting Archer.



Tip There are Archers along the perimeter of the Citadel's parapets. Remember, you can use the Memory Map to look for the Guards' locations (a red circle indicates where they are) to ensure you aren't caught by any.

When you reach the tower, stand on the inside crenelation to the left, run up the wall to grab the lip, and work your way up to the iron rings and underside of a small stone balcony. Clamber over that, onto a circular balcony, and slay the Guard. Climb all the way to the top. The view is tremendous—it is the finest vantage point for seeing Acre in its entirety!



Tip Although this Leap of Faith from the top of Richard's Citadel isn't as high as the one from the top of the Cathedral of the Holy Cross, it is no less spectacular! It's the quickest (and ironically, safest) way down!



The following information is imparted:

Memory Log "All Scale View Points completed in Acre Rich District."

Memory Strand Optional 02 \ Save Citizen \ 01-02 of 09



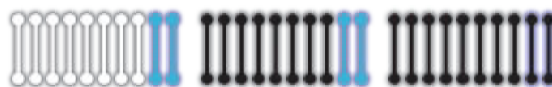
There are only nine Save Citizen Investigations in this District, and two of them involve a Scholar. He is being manhandled within the walls of the Citadel. Move to the dilapidated market stall and deliver quick justice to the assembling Crusaders. The Scholar monk is grateful and summons his robed brethren, who can safely guide you around much of the Citadel.

Tip The Citadel Scholars can be utilized in Memory Strand 08 \ Assassination.

Note Check the guide map for the route the Scholars take and the location of this Save Citizen Investigation. Note that these Scholars should be summoned prior to attempting Memory Strand 08 if you wish to use them. Also remember that there are numerous Scholars roaming this District, with whom you can Blend during an escape.



The second group of Scholars can only be summoned at the Guard Tower to the west, just northwest of the Cathedral, where a Scholar himself is being roughed up. The prayer group he summons can be used to negotiate Guard Posts in this heavily guarded area, if rooftop acrobatics aren't your style.



Memory Strand Optional 02 \ Save Citizen \ 03-09



For all of the other Save Citizen Investigations in the Rich District, you are to rescue a female citizen being pushed around by Guards. When all who seek to harm her have been defeated in a variety of bloody ways, become **Anonymous** and speak to the woman. Her gratefulness extends to the **Vigilantes** she knows, and they help to halt the Guard presence when you're attempting to escape.

Tip As there are many more Guards than in previous areas, it is recommended you complete all these Save Citizen Investigations. You should also scout the area for Hay Carts, as well as Benches inside buildings that are easily run to but not easily spotted, as this can help to throw off pursuers during the completion of this Memory Strand.

Note The Memory Map icon changes from a Save Citizen to Vigilantes.

The following information is imparted:

Memory Log "All Save Citizens completed in Acre Rich District."

Note There are 20 Other Objectives (9 Save Citizens within the District and 11 View Points) to complete. Finish all of these to Augment your Sync Bar by one Block to 16. You should have 12 vertical "Other Objective" bars filled in.

Tip You only need to finish three of the following six Memory Strand Investigations before you can speak with the Rafiq and are allowed to commence Memory Strand 08 \ Assassination.

Memory Strand 01 \ Informer



Investigation Type:
Challenge
Number of Targets: 20
Time Limit: 03:00:00

Tip It is wise to prowl the rooftops overlooking the Citadel market prior to attempting this Investigation, taking out all the Archers in this vicinity.



see him; he's selected a number of Flags for you to find for his own amusement. Begin the search by heading into the alley behind and to the right of him, but don't hit any Guards or citizens along the way.

Your first Flag is in the middle of the alley entrance, and the line of Flags stretches along the upper-right side of the alley, forcing you to Free-step up the wooden storage steps and along the series of beams and rods.



Continue the maneuvering with a Free-step along the alley as it turns slightly left. When you reach the stone arch, stop and Wall up (as shown) to the span, grabbing another Flag.

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The Informer who thought you had much to prove is back and waiting for you at the edge of the Citadel marketplace. Head over to



The trail of Flags curves to the left and onto the rooftops themselves. As you continue, watch for an Archer on your right; ignore him and continue across the roofs, following the line of Flags (as shown).

Free-step across the beams, past the Roof Garden on your right, and make a careful Jump diagonally to the right so you grab at or land on the stone arch (as shown). Continue toward the Citadel.



The last few Flags are above the alley that's left of the Informer (if you're facing him). If you forgot to tackle the Archers, quickly Target and toss Throwing Knives at both before you're seen. Then take the last two Flags, Drop down below, and head around to the Informer. He grudgingly accepts your prowess.



This unpleasant Assassin has given you the following information:

Memory Log "William retreats to the back of his Citadel whenever challenged by King Richard's authority. The precarious relationship between the two men seems to have spread to their own hosts, causing no small amount of tension. I suspect William's Citadel to be densely populated with men loyal to him alone."

Richard the Lionheart and Jaffa:

After leaving Acre, Richard and his army moved south, followed by Saladin's forces. After negotiated peace was dissolved, the Battle of Arsuf began. A frantic conflict followed, and Richard persevered, moving onward to Jaffa, which was then taken and fortified. Richard's plan was to use Jaffa as a point for stockpiling supplies and troops, which he would then use to retake Jerusalem. However, after learning of problems back in Europe, Richard and Saladin came to a truce in Jaffa.

Memory Strand 02 \ Pickpocket



Negotiate the steps and Beggars near this high walkway overlooking the sea until you locate two odd-looking fellows: a strange friar and a suspicious-looking Crusader Soldier. They appear to be speaking of a document with shocking revelations in it. Stand on the opposite side of the market stall and listen to the friar speak. When the Soldier leaves, grab the document from the friar.

Memory Log View Attachment: The following Attachment has become available:
Master:

Work continues in the Chain District of Acre though we are concerned about William's ability to see this through to the end. He takes his duties a bit too seriously, and the people may reject him when the time comes. Without the aid of the treasure, we can ill afford an uprising, lest it recall the king from the field. And then your plan will be for nothing. We cannot reclaim what's been stolen unless the two sides are united.

Perhaps you might prepare another to take his place—simply as a precaution. We worry that our man in the harbor will become increasingly unstable. Already he talks of distancing himself. And this means we cannot rely on him should William fall. Let us know what you intend that we might execute it. We remain ever faithful to the cause.

The note reveals more than just the handiwork of a scribe:

Memory Log "William's men fear he is destined for failure, though they dare not turn to the king for help. There is mention of a third man—one said to reside in the harbor—though he inspires little confidence as well.... Uncertainty rules the day. It makes men paranoid—and my work more difficult."

Memory Strand 03 \ Interrogation

Note You can listen to this orator's claims from the bottom of the steps, around the sides of the Cathedral, or above the prattling fool.



Be sure you are Anonymous, then slowly make your way to the front of the Cathedral of the Holy Cross, listening to the rants of a Despot in William's favor. Target him and listen to the speech against King Richard.

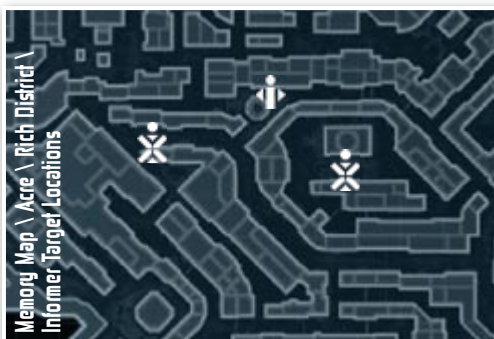


The Despot walks off after he finishes his praises of William. Follow him around the corner of the Cathedral (don't attack within the Guards' line of sight) and start the Fist-based punishment when you see there are no Guards in the area. If you leave the Despot alone, he walks to a second orator, listens for a moment, and continues around the Cathedral.

The Despot's lack of moral fortitude brings the following revelations to light:

Memory Log "King Richard is visiting William today, and they're almost certain to quarrel. Once they're finished, William will likely return to his Citadel to brood. He'll spend the rest of the day scolding his men, distracting him from everything else."

Memory Strand 04 \ Informer



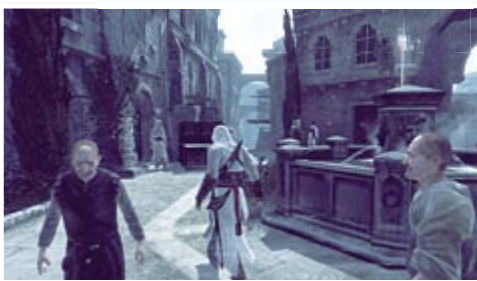
Investigation Type: Assassination

Number of Targets: 2

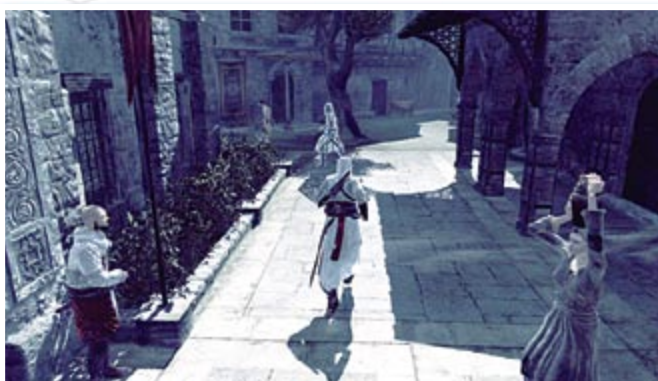
Time Limit: None



Tip Remove nearby Guard threats prior to looking for the Informer and starting this Investigation. This helps you defeat the two foes without being spotted.



Cross, is a fountain with a fearful Informer hiding near a small, wooden storage area. He pleads for you to slay two fearsome Guards that are after him. Begin your assassination stalking now!



There are two Crusader Knights to defeat using your Hidden Blade, and the first should be stalked in the courtyard below. Head down the steps, around to the right, and past the Saxon cross. Move to the opposite side of the Guard Tower and slay the foe before a Guard Patrol appears. Quickly escape around the back, past the Patrol.

Head back up the steps to the fountain junction where you met your Informer, and choose the next route carefully. Your best bet is to head left, into the alleyway with the smaller of the two stone arches at its starting point. Immediately turn right and head up the stepped thoroughfare.



that no Guards are watching. Return to the Informer the way you came. You uncover some interesting information about William's fortress security.

In the middle of the Rich District's alley-filled area, above a small courtyard with steps up from a Saxon

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The Road to Damascus \ Kingdom

Abu'l Nuqoud \ Damascus

Al Mualim's Briefing \ Masyaf

The Road to Acre \ Kingdom

William of Montferrat \ Acre

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The Road to Jerusalem \ Kingdom

Majd Addin \ Jerusalem

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You gain this additional knowledge:

Memory Log "At the first sign of trouble, the Citadel's gates will close. Should this happen, the only way for me to escape will be to climb the fortress walls."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



Memory Strand 05 \ Pickpocket

In the courtyard and sunken walkway near View Point 08 (the Crusader tower), locate the two chattering rebels on the raised pavement to the side of the walkway. They are talking about assaulting the Citadel where William is holed up. Their assessment is: "Grim. I've finished my scout. A direct assault won't work."



The problem stems from the Archers William has posted all over the Citadel. The rebels have marked the Archers' positions on a map that one is taking to those friendly to the cause. Or he was. You must steal it from him and use the information yourself. Grab the parchment from the waist purse of the rebel.



The rebels reveal this necessary information (which is shown on the guide map for Memory Strand 08):

Memory Log "This map details the position of William's Archers. Removing them should clear any path I take along rooftops."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Target Assassination:**



Memory Strand 06 \ Pickpocket



The final Investigation takes a little planning and patience to complete. First, locate the Keep by the cliffside (View Point 03). Leap to the roof, either by a nearby rooftop or by clambering up any of the scaffolding on the sides of the building. Bring four **Throwing Knives** with you—that's all you need to make a swift slaughter of the Crusaders. Check that the nearer of the two rooftop Archers doesn't see you, then Target him and toss a Throwing Knife so he falls. Move around the parapet and slay the other Archer.

Caution If the Archer falls into the interior of the Keep, it alerts the Guards. Either Target each Archer and drop them, or slay on the outer edge until they disperse.

Note You can also slay the two Guards at the front doorway, start a massive fracas, and embarrass those who attempt to live by the Assassin's Creed. It's an option if stealth is difficult for you!

Note Similarly, you can locate a wandering Guard near to the Guard Post, slay him to create a Disturbance, then sneak inside the building.



01. Knife for a Life: Continue to remain at the top of the Keep, Peering down below. There are four Guards that you can see. The two guarding the front doorway can be ignored; it is the two on either side of the well that are of interest to you. Bring out your third Throwing Knife, Target the foe while on the



roof parapet, and chuck the **Throwing Knife** into him. As long as you **Target** him, it doesn't matter if the camera pans and obscures him.



He takes a tumble, and three Guards are alerted. The two citizens standing under the interior archways may also run out of the Keep. If they do, attempt another Investigation and then return here to finish this job. Move around to the opposite side of the parapet, so you're in range of the second Guard by the well. When the two doorway Guards have returned to their post, **Target** and fire a **Throwing Knife** into this Guard. Once again, wait for the doorway Guards to look for a culprit before they return to their post. Then, **Drop** and **Grasp** down the interior wall, landing to the side so you aren't in front of the archway where the citizens are.



02. Monk for a Day: The other method is somewhat trickier, but it doesn't require any deaths. From the roof, **Drop** and **Grasp** to the lower interior roof. Check the ways the two well Guards are facing, choose an inconspicuous side to hang from, and **Drop** down. Immediately **Blend** and move into the covered archway area.

Stand near the two rebels speaking in hushed tones about the security of the Citadel. One quotes from the Bible, while the other explains the saying comes from Aesop's Fables.

The rebels feel they've waited long enough and disperse; **Target** your victim and quickly swipe his parchment.



Additional Data

Aesop's Fables

Aesop is a legendary literary figure said to have lived in the fifth century BC. The oft-misquoted line is taken from a short story called **Hercules and the Waggoner**.

You gain the following once the Investigation is over:

Memory Log "Repairs on the Citadel are being handled poorly. According to this map, a structure has been left standing and seemingly forgotten. I will turn their mistake to my advantage."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



Memory Strand 07 \ Assassin's Bureau Return



With between three and six of the Memory Strands completed to your satisfaction, return to the Rafiq inside the Bureau. He sees that you are sincere in your desire to redeem yourself, and asks your plans. The Rafiq is satisfied, and he hands you a feather.



There are five angles from which to watch this conversation unfold.

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Your options for the forthcoming assassination are as follows:

Memory Log "William and King Richard should meet today, and if the past is any indicator, things will go poorly. Afterward, William will return to his Citadel and take his frustrations out on the men within. The day's events are sure to distract him, providing me with the perfect opportunity to strike."

X Memory Strand 08 \ Assassination \ William of Montferrat

Assassination Preparation

Tip Preparation is limited due to the assassination beginning before you enter the Citadel. Attempt the following before you step into the open market courtyard to the northeast of the Citadel:



01. Stock Up on Throwing Knives: Before you reach the Citadel courtyard, seek out a Courageous Citizen and procure Throwing Knives from his belt satchel via **Pickpocketing**. Attempt this only if you have less than the maximum number of Throwing Knives you can carry.

Tip At Rank 5, you can carry five Throwing Knives. At Rank 6, you can carry 10. If you find yourself failing this assassination due to your limited Throwing Knife inventory, complete the assassinations of Abu'l Nuqoud and Majd Addin in Jerusalem first, so you are Rank 6 when you first enter Acre.

Tip Alternately, you can slay five roof Archers along the way to locating William (once you infiltrate the Citadel), then backtrack to the inner courtyard (or back out to the market area) and procure another set of five Throwing Knives.

02. Scholarly Advice: The only Save Citizen Investigation involving the roughing up of a Scholar monk should be completed prior to visiting the Assassin's Bureau. This way you have the option of utilizing the Scholars, who can move along the rear Citadel thoroughfare without impediment. This is an option, but not the easiest way to slay William.



03. Scaling the Citadel: Be sure to attempt this prior to visiting the Bureau for permission to start this Memory Strand. During your scaling of View Point 11, make sure you take time to sightsee around this area, learning the routes of the thoroughfares and the areas you can Leap to if you need to make an impromptu escape.

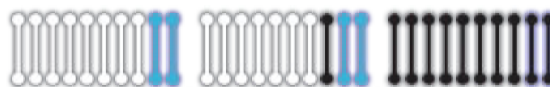


Caution When the assassination begins, make sure you move carefully about the interior of the Citadel. Running, moving near Guards without being Blended, hitting or shoving citizens, or climbing on scenery that isn't a ladder, usually raises the alarm.

The Assassination Begins



You step into the main courtyard to see a thronging crowd. The regalia and crests indicate that this is a person of some importance, and the heavily armed cavalry are Richard the Lionheart's personal bodyguards. The king himself is mounted atop a regally adorned steed. He is peering down at William, who is in a heated discussion. Honor and respect are strained. After Richard departs, William turns to an aide: "Send word that I wish to speak with the troops. We must ensure everyone is doing their part. Warn them that any negligence will be severely punished. I'm in no mood to be trifled with today!" His troops return to the Citadel, and you're stopped from following them until all are inside, when the crowd is told to scatter.



There are **five glitches** that change your perspective:

As Richard rides out into the courtyard.

As the berating begins.



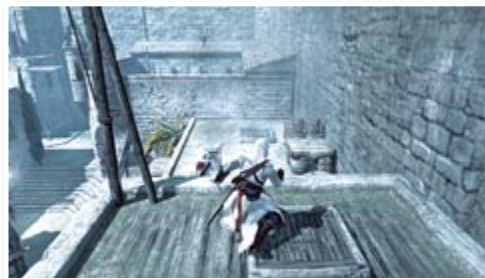
As the discussion intensifies, and Richard circles William on horseback (pictured).

Just after Richard rides off.

As William gives orders to his aide.

Follow the rooftops around to the left. You're low enough not to be spotted by the Archers on the upper exterior parapets,

but there are still foes to strike down from long distance; continue and use a **Throwing Knife** on the Archer on the slightly lower roof in front of you. Finally, put a Throwing Knife in the Archer patrolling William's fort in the western corner of the Citadel. Do this before you're noticed.



Tip Follow this tactical plan and you're able to slay William without ever using close combat, either now or during your escape! Continue with **The Assassination Ends: 01. The Leaping Blade.**

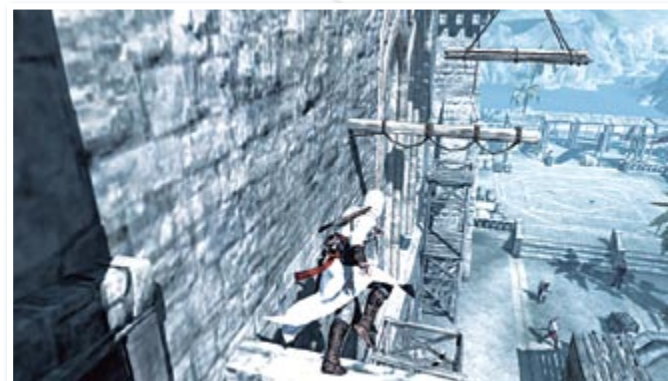
The Assassination Continues



Note Attempt one of the following plans to reach William's rear chamber, where the assassination is to be committed.



01. A Run Along the Rooftops: As soon as the Guards retreat into the Citadel, walk through the main entrance (which has a Guard on each side, but no Guard Post) and turn right. The way up the stairs is blocked by a two-man Guard Post, which you cannot pass by without a full-scale fight. Instead, look to the wall just right of the Post, adjacent to the gate. Climb up here and quickly **Target** the Archer on the wooden rooftop, chucking a Throwing Knife at him. If the enemy spots you, immediately use the **Roof Garden** in the corner to turn **Anonymous**.



begin an infiltration using the scaffolding that you scaled during your **View Point Investigation**. Use exactly the same route, Jumping to the small stone balcony, across the beams and suspended platforms, and up onto the parapet itself.

Once you clamber onto the parapets, you can follow the route to the **View Point**, dropping Archers with Throwing Knives along the way. Or, you can head left, defeating two Archers at the corner turret, then Leap over to a **Roof Garden** in the eastern corner of the Citadel. From here, you can work a southwestern route (shown) along the roofs, tossing more **Throwing Knives**. There are many more Guards, and this is a much longer route, but always keep an eye open for Roof Gardens if you're discovered. Continue around to William's corner fort.



Tip After your fifth (or tenth, at Rank 6) Throwing Knife is used up, Drop down to the ground while **Anonymous**, landing in a dead-end alley without Crusaders spotting you. Pickpocket a **Courageous Citizen**, climb back up to the roofs, and begin again.

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Abu'l Nuqoud \ Damascus

Al Mualim's Briefing \ Masyaf

The Road to Acre \ Kingdom

William of Montferrat \ Acre

Al Mualim's Briefing \ Masyaf

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02. Precision Knifing Along the Parapets: As soon as William retreats into the Citadel,



Scholar monk from Guards earlier (see the Save Citizen Investigation for more information). Locate and Blend with the four Scholars.

Let them lead you up the stone steps, along the rear thoroughfare, past a heavy Guard Post presence, and around the corner. Walk down and then up the steps and into William's corner fort, where he berates his aides. You can pass through without any problems, but you are caught as soon as you stop **Blending**. You may now finish the job you started.



Caution Although a Throwing Knife may kill an Archer, it only causes William to look up, and his men spot you. This leads to a bloody melee instead of a swooping assassination.

The Assassination Ends



Note Attempt one of the following plans to reach William's rear chamber, where the assassination is to be committed.

01. The Leap of Fate:

It may seem tricky to Assassinate William with a single, well-timed blow, but as long as you enter via the roof of the corner fort, this technique is possible. Arm yourself with the Hidden Blade and Drop down onto the wooden scaffold. You are noticed by one of William's aides. Before he raises the alarm, Target and attack William. You Leap from the scaffold and Assassinate William in a single strike!



03. A Prayer for the (Soon to Be) Dying: A third plan involves the spilling of Crusader blood only when you encounter William himself. Carefully move through the main Citadel gate, into the courtyard, and south to where you should have saved a



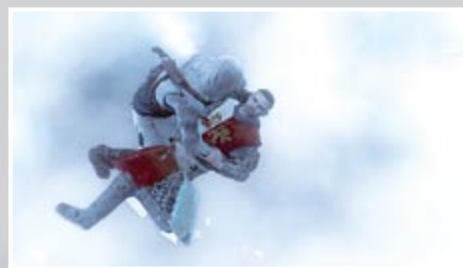
02. The Clash of Combat: If you enter via the Scholars, or are seen as you descend from the roof, William's men draw their swords and an intense and bloody fight breaks out. You can Target William (the back of his head is shaven) and engage in combat until you choose to deliver a fatal blow into the Regent. Utilize your **Counter** techniques—these Guards are adept at swordplay. Also remember you can throw foes into the wooden scaffolding so it collapses, ideally taking out three foes at once.



You stab William with your Hidden Blade, and the Memory Corridor swirls around you. You instruct William to rest. William dies. You run the feather over him.



There are **five glitches** that change your perspective. They all occur throughout William's death speech, except he is speaking as if in conversation, and glimmering in the ether of the Memory Corridor.



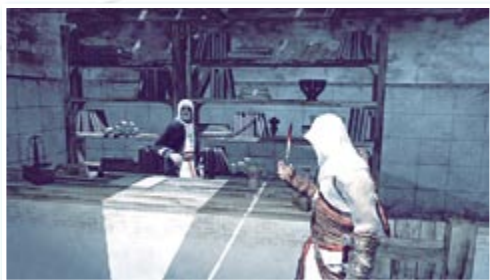
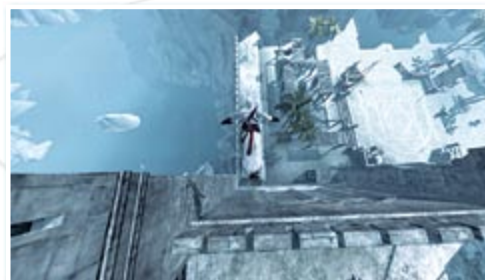


Return to the Assassin's Bureau



The return to the Bureau is slightly more fraught than usual. You could stay and battle the dozens of Guards swarming the corner fort. A far better plan is to immediately run to the scaffolding (or the ladder if you're nearer) and climb to the roof of the corner fort. Work your way northeast, along the rooftops (backtracking along the route you took if you attempted 01. A Run Along the Rooftops earlier).

Halfway along the rooftops is a ladder leading up and onto the parapets. Climb it, Sprint to the northern turret, clamber around it to this Leap of Faith point, and Jump down into a Hay Stack. The preferred plan is to stay in the Hay until you become Anonymous. Or, you can get out, immediately Sprint out of the courtyard, and flee to an alleyway of your choice (or find a group of Scholars, Bench, Roof Garden, or other Hay Stack).



Make your way back to the Bureau for one last conversation with the Rafiq, who studies your bloodied feather. The Rafiq suggests you discuss your conflicted thoughts with Al Mualim.

Your fifth (or fourth or sixth) assassination leaves you to ponder:

Memory Log "William of Montferrat sought to kill King Richard. I had assumed he meant to do this for his son, Conrad, but it seems I was in error. His wish was for the people to inherit the land, free from the whims of petty tyrants. A 'new world' he called it. What is the meaning of these cryptic words? I shall have to ask Al Mualim...."

Note You can instantly fast-forward your memory to Masyaf, explore the Rich District of Acre and the Kingdom, or quit the Animus. Your subsequent mission begins when you reach Al Mualim.

Note If you completed Abu'l Nuqoud \ Damascus and Majd Addin \ Jerusalem prior to this, your memory is returned to the Laboratory.

There are five angles from which to watch this conversation unfold.

Al Mualim's Briefing \ Masyaf

Progression

Memory Strand \ Exoteric \ Leave for the Kingdom

Assassin's Rank: 6

Knife Belt

Synchronization Blocks (minimum: 10)

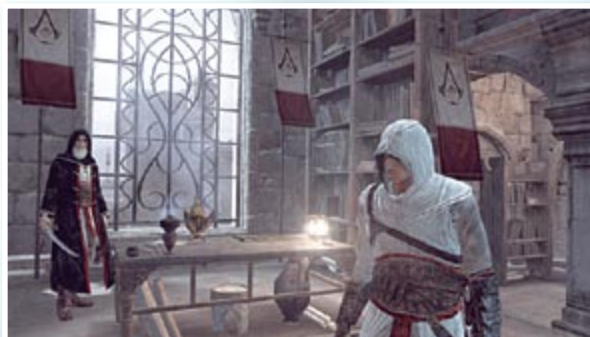
Synchronization Blocks (maximum: 17)

"Just as the role of the Templars has revealed itself to you, so too will the nature of their treasure. For now, take comfort in the fact that it is not in their hands, but ours."

—Al Mualim

Memory Strand \ Exoteric \ Leave for the Kingdom

Return to the Library and speak with Al Mualim, raising your voice in a disagreement that causes your Master to draw his blade. When you ask of the treasure Malik uncovered, Al Mualim requests your patience. And as a reward, he increases your status.



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Jerusalem



There are five angles from which to watch this conversation unfold.

Rank: Assassin 6

You acquired the Knife Belt: Throwing Knife Total +5 to 10

DNA Synchronization Augmented to: 10 (min.), 17 (max.)



Note

Learn the merits of long-range Throwing Knife takedowns by reading the Training chapter of this guide.



Note

Remember, all your optional tasks are still available to you. Consult the Tour of the Holy Land chapter for further information.



Tip

The optimal order to attempt these Investigations is Damascus (Abu'l Nuqoud) first, Jerusalem (Majd Addin) second, and Acre (William of Montferrat) third. William is the toughest foe, and the extra DNA Synchronization and skills accrued from the previous Investigations will help you dispatch him more easily.



Note

You can choose any of the three Investigations (based on who you have left to Investigate and Assassinate). The first is 'Abu'l Nuqoud \ Damascus. The second is Majd Addin \ Jerusalem. The third is William de Montferrat \ Acre. You can also replay Memory Blocks 1, 2, and 3, if you wish.



Tip

If you are having difficulty in Acre, you may try finishing the assassination in Jerusalem before returning to Acre, as you have more Throwing Knives to utilize.

You must descend to the perimeter of Masyaf, claim a horse, and ride it to Jerusalem. However, you should first practice utilizing your Knife Belt, which allows you to last longer before Pickpocketing Courageous Citizens of their sharpened blades. You can also train and learn any techniques you are unsure of (such as the Counter Dodge) before your journey through the Kingdom begins.



The Road to Jerusalem \ Kingdom

"Alfair. Your mission has not changed, merely the context within which you perceive it."

—Al Mualim

Progression

Memory Strand \ Exoteric \ The Road to Jerusalem



Tip

The entirety of the Kingdom is now available for you to explore, and all optional tasks in the Kingdom are available to you. Consult the Tour of the Holy Land chapter for further information. You can choose to journey to any of the three cities. As you've already visited the cities, your paths are the same.



Memory Strand \ Exoteric \ The Road to Jerusalem



Tip

Remember, as always, you are able to choose the Memory Corridor's destination. This way you can avoid the Kingdom completely, or choose it and complete the optional tasks in that region.



Your journey to Jerusalem, although much longer than the ride to Acre, is less dangerous. The Saracens marauding the hills and valleys are less prone to forming Guard Posts and attacking you, especially if you ride up through the mountain range to the junction near the Roman Ruins. From there, Gallop down the rocky road, all the way to the great archways and Jerusalem's entrance.





✠ Majd Addin \ Jerusalem



"I killed them because I could. Because it was fun! Do you know what it feels like to determine another man's fate? And did you see the way the people cheered? The way they feared me? I was like a god!"

—Majd Addin

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Overview \ Majd Addin: Executioner Regent of Old Jerusalem

As Salah al-Din has left to battle the Crusaders, it falls to another to rule the city of Jerusalem. The Regent is a man named Majd Addin. Power has gone to his head, and his executions occur on an almost daily basis. Prisoners are charged with crimes they didn't commit or are forced to admit to, and the Poor District lives in fear while giving the pretense of loving their leader. He must be Assassinated at the executioner's courtyard, at the foot of the entrance to Solomon's Temple, before another innocent's blood is shed.

Progression

- Memory Strand 01 \ Interrogation
- Memory Strand 02 \ Informer
- Memory Strand 03 \ Pickpocket
- Memory Strand 04 \ Pickpocket
- Memory Strand 05 \ Informer
- Memory Strand 06 \ Eavesdropping
- Memory Strand 07 \ Assassin's Bureau Return
- Memory Strand 08 \ Assassination \ Majd Addin
- Memory Strand \ Optional 01 \ Scale View Point: 06 to complete
- Memory Strand \ Optional 02 \ Save Citizens: 08 to complete
 - Scholars (01)
 - Vigilantes (07)
- Synchronization Blocks (maximum: 18)



Note Memory Strands 01–06 can be completed in any order, and at any time
Memory Strands: Optional 01 and 02 can be completed in any order, and at any time.
Memory Strand 07 can be completed after any three of Strands 01–06 are completed.
Memory Strand 08 can be completed after Memory Strand 07 is completed.

✠ Memory Strand \ Exoteric \ Entering Jerusalem Again



Trot over to the breathtaking vista (shown) and carefully negotiate the many citizens and Guards between you and the city's main gate. As before, you can infiltrate Jerusalem using the **Scholars** to silently bypass the Guards; climb onto

the wall or carts, then up to the beams above the gate, and **Free-step** inside; or **attack** the Guards and begin a fight, before slipping in and hiding.

Note Once through the gates, you are now in the Rich District of Jerusalem. You can explore this area as you did before, during Memory Block 3. When you've finished your optional maneuvering, head southwest and locate the Assassin's Bureau in the center of the city. It is in the same location as before.

Jerusalem Investigations \ Overview

The Rich and Poor Districts of Jerusalem may have different standards of citizen (and hygiene), and you find many more Trouble Makers in the Poor part of town, but both have a heavy Saracen Guard presence on the ground and rooftop. All the current Investigations are confined to the Poor District, so ignore the Rich areas completely. Use this list of hints when determining the optimal time to start each type of Investigation:

1. Move immediately to a **View Point in the Rich District** of Jerusalem to gain a better view of where the Assassin's Bureau is located.
2. Visit the **Assassin's Bureau**.
3. Locate the nearest **View Point in the Poor District**.
- 4a. Choose any **Memory Strand Investigations** (and, optionally, **Save Citizen Investigations**) that appear, complete them, then move to the next **View Point**. Or,
- 4b. Continue to locate additional **View Points**, moving around the Poor District in the order shown on the map, and scaling all the **View Points**, so that the map is fully visible. Or,
- 4c. Climb **every other View Point**, so the Memory Map is visible, but in less time.
5. Visit the **Assassin's Bureau** (if you haven't already).
6. Complete any remaining **Save Citizen Investigations** that you wish.
7. Complete all the remaining **Memory Strand Investigations** that you wish. Three Investigations are needed to access Memory Strand 08 \ Assassination.
8. Return to the **Assassin's Bureau** for your Assassination Target briefing.
9. Prepare the **immediate area around** the Assassination Target, if necessary.
10. Complete **Memory Strand 08 \ Assassination**.

Note Remember, there are hundreds of additional explorations to undertake in Jerusalem:

- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with Saracens and Guards, who patrol this area.
- * Locating the Jerusalem Poor District's 33 Flags.
- * Reaching all six View Points.
- * Challenging Templars to a duel.
- * Avoiding or Grabbing and Throwing Trouble Makers.
- * Tackling through crowds.
- * Tossing Throwing Knives at foes on rooftops, or from rooftops.
- * Pickpocketing Throwing Knives from Courageous Citizens with knife belts.
- * Hanging and Dropping from buildings, and Grasping lower ledges.

Consult the Tour of the Holy Land chapter for further information.

Just like Acre, Jerusalem has rooftop Archers, Guard Patrols, and Courageous Citizens. Use the

Tip tactics in the previous sections if you need to know how to deal with them, or consult this guide's Training chapter.

Visiting the Assassin's Bureau

Note The Assassin's Bureau is toward the center of Jerusalem, and Malik the Rafiq should be visited before View Points are scaled. Unless, of course, that lost arm of his isn't playing on your conscience, and you wish to explore without his approval.



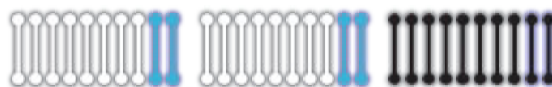
The small, shining dome—the only one of its kind within the walls of Jerusalem—is actually within the boundaries of the Rich District. You must travel a little farther south before you can begin Investigations in the Poor District. Be careful with your rooftop moves—Guards are lurking in numerous places. Descend into the Bureau when your status is **Anonymous**.



Malik is poring over an old map of Jerusalem with his measuring compass while you explain your next Target. You request some locations to begin your search. He offers the southwest area near the Mosque, the southernmost church, and the streets near a Synagogue.

 There are five angles from which to watch this conversation unfold.

Note Should you require further talks with Malik, who seems to be softening slightly in his attitude toward you, return here when three to six Memory Strand Investigations are complete.



Memory Strand \ Optional 01 \ Scale View Point \ 01-06

Note Every Investigation is still available in this area, regardless of whether you have a Memory Map that can spot the task or not. However, you cannot complete Memory Strand \ Optional 01 until you've visited all View Points. Remember that the order in which these are presented is simply to show what each looks like.

Caution The bases, and sometimes the tops, of these View Points have many Archers and Guards patrolling them!



View Point 01 is the pointed peak of a large archway that is actually the entrance to both the Rich and Poor Districts. It is easy to spot, but beware the Archers on each side.

Note There is a minaret to the south of the Bureau which you may mistakenly climb. This is actually still in the Rich District, and should be ignored unless you want a view of the Poor District.



View Point 02 is the Synagogue in the southeastern corner of the Poor District. It is highly visible, with multiple Stars of David on the front facade. However, reaching this View Point is tricky, mostly because there are no building roofs within Leaping distance.



Instead, you must climb up from the low building near the front (which faces north) and Leap, Grasping the stone lip that runs all the way around the building. Hang from the lip, moving hand-over-hand so you're below the Star, then climb up that to the beam.

View Point 03 is the domed Church on the very southern edge of the city itself, nestled in a square-shaped area, and with a courtyard surrounding it. There are many Guards here, so be careful. Ascend via the stack of crates directly below the View Point beam.



View Point 04 is also a domed Church of the same style, and it is also in a courtyard. However, there is an area of rooftops within Leaping distance, making the beam easier to reach.



View Point 05 is the highest point in the Poor District, but it isn't particularly high up. This cylindrical Crusader tower is almost due west of View Point 01 (the archway). It can be climbed using the ground scaffolding, or Leaped to from a rooftop to the south (as shown).



The climbing is relatively straightforward: climb to the base of the cylindrical part of the tower, then shimmy 'round until you're facing south and climb the arrow slits here. At the top, prepare to engage two Guards (Assassinate with your Blade, or Throw then Leap and Assassinate if they push you off). The view is not only spectacular but informative; you can see View Points 02, 03, and 04 in this picture.

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View Point 06 is a domed minaret attached to a Mosque on the southwestern edge of the Poor District, buttressing into the Middle District. Approach heading southwest, and be sure to tag each roof Guard with a Throwing Knife. Leap

across the courtyard, onto the Mosque, and climb for another excellent view.

The following information is imparted:



Memory Log "All Scale View Points completed in Jerusalem Poor District."

Memory Strand \ Optional 02 \ Save Citizen \ 01 of 08



Note There are only eight Save Citizen Investigations in this District. Don't head into the Dome of the Rock, or into another part of the Rich District to help citizens there, if you wish to complete this Memory Strand.

Only one Scholar requires your handiness with a blade to rid him of a Guard problem, and he's in the north-eastern part of the District, west of the entrance to Solomon's Temple. The tight alleyways mean there's little chance of reinforcements, and the Scholar is extremely grateful for your help.



He summons his friends, and you can now pass through the tight alleyways to the executioner's courtyard by the entrance to Solomon's Temple. It is worth noting that not only don't Guards bother you, but Trouble Makers stay away from the prayer quartet too; a good tactic to remember.



Tip The Solomon's Temple Scholars can be utilized in Memory Strand 08 \ Assassination.



Note Check the guide map for the route the Scholars take and the location of this Save Citizen Investigation. Note that these Scholars should be summoned prior to attempting Memory Strand 08, if you wish to use them. Also remember that there are numerous Scholars roaming this District, with whom you can Blend.



Although not related to the Scholars near the Solomon's Temple entrance, there are two sets of wandering Scholars that are already deep in prayer in the Poor District of Jerusalem. The first (shown here) circles the Mosque (**View Point 06**), passing the Desynchronized entrance to the Middle District.



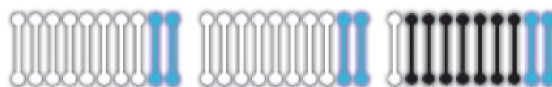
The other roams the streets in the middle of this District. Both sets of Scholars allow you to maneuver (albeit slowly) through the tight alleyways without attracting unwanted attention or being struck by Trouble Makers. You can also easily break off and secure Throwing Knives from a Courageous Citizen who bows when he passes your prayer group.

Memory Strand \ Optional 02 \ Save Citizen \ 02-08



The remaining seven Save Citizen Investigations in the twisting alleyways of this District feature Guards harassing female citizens. Target and defeat the menace, but be ready for additional Guard reinforcements—as many as 12 in some cases! With this in mind, try some assassinations in the area first. Each citizen summons Vigilantes once you speak to her Anonymously.





Tip As with your tactics in Acre, it is preferable to finish all these Save Citizen Investigations so that you can coax Guards down from roofs if you're struggling to maneuver across the tops of buildings without being swarmed. Scout the area for hiding places, too, so you can prepare an area.

Tip Check the Training chapter of this guide for information on Preparing an Area.

The following information is imparted:

Memory Log "All Save Citizens completed in Jerusalem Poor District."

Note There are 14 Other Objectives (8 Save Citizens within the District and 6 View Points) to complete. Finish all of these to Augment your Sync Bar by one Block to 18. You should have 11 vertical "Other Objective" bars filled in.

Tip Do not forget! You only need to finish three of the following six Memory Strand Investigations before you can speak with Malik at the Bureau and attempt Memory Strand 08 \ Assassination.

Memory Strand 01 \ Interrogation

Tip The Despot's claims ring through this courtyard, making this an easy Investigation to listen for.



Near the Mosque in the southwestern part of the District, a Despot stands on a rickety orator's stage. He should be Targeted for Interrogation. After the Despot finishes, follow him as he walks around the palm trees and into the alleyway behind the stage.

The man comes to a small courtyard with a well. There may be a **Trouble Maker** and two **Courageous Citizens** in this area too, but don't let them put you off laying your Fists into the man's face! The citizens join the fight, but you should ignore them or throw the Despot to the opposite side of the alley. Pummel him until he informs you that Majd Addin "speaks of others." The Despot is disposed of. Now flee or fight.



Roughing up the orator granted you this knowledge:

Memory Log "Majd Addin seems to have goals of his own, separate from those of his leader, Salah al-Din. He's executing innocent people, labeling them enemies of the city. There seems to be no method to his madness, and so now fear grips Jerusalem. No one knows when he or she might be dragged before his blade. Is he simply drunk with power, or is there some greater purpose I've yet to find?"

Memory Strand 02 \ Informer



Tip Remove nearby Guard threats prior to starting this Investigation. This helps you defeat the two foes without being spotted.

In the northwestern area of this District there is a small, bustling courtyard with a Bench and a tree. One of the citizens is an Assassin Informer, who graciously pleads with you to help rid him of two Guards sent by Majd Addin to kill him. Agree to the assassination plan.

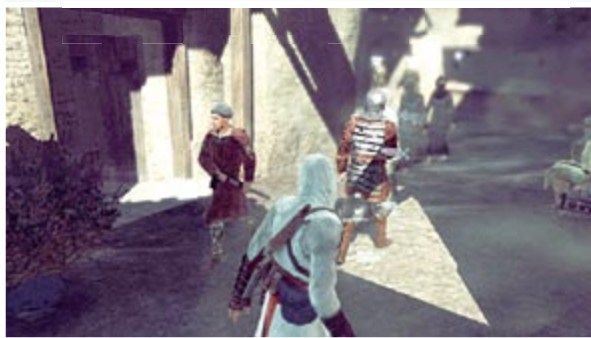


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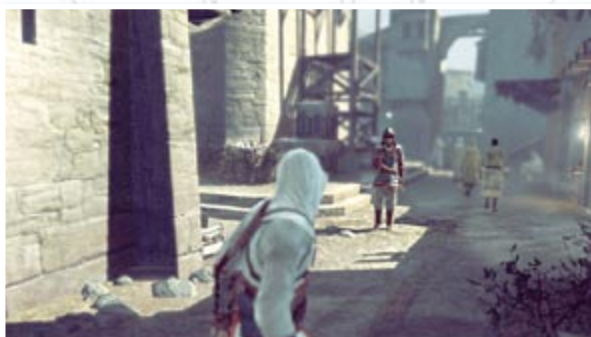
Investigation Type:
Assassination
Number of
Targets: 2
Time Limit: None



Jerusalem



section. When any Guards have passed, Assassinate the foe as he looks into a walled stall.



victim reaches a small dead-end alcove to strike. Then return to the Informer and receive some much-needed information.

Your Informer friend has revealed something to you:

Memory Log "A man's son was taken to be executed today and Majd Addin will be in attendance. In fact, he'll be performing it himself. I should endeavor to learn where this morbid event is to take place."

Memory Strand 03 \ Pickpocket

This Pickpocket plan requires a little preparation. Walk the alleyways in this area until you come to the two carpenters that are standing to the side of a stack of woven baskets. You notice a small Guard Post near to them, and if you try to follow a carpenter through the Post, you are thrown back and then attacked. Quickly Drop down behind them, lob a Throwing Knife into each, then escape and hide.



Head toward the alleyway to the side of the courtyard, just left of the top of the steps that lead into this area, and Anonymously wait around the corner for your first victim to wander down the stairs. He turns right into this L-shaped alley

Head out of the alley and down the steps from the courtyard, turning right and locating the second Guard somewhere around the base of the Guard Tower in the adjacent area. There are a number of Guards here, so wait until your



When you return in an Anonymous state, the Guard Post is gone but the carpenters remain. Listen in as they complain that Majd Addin needs another stage repaired for the execution today.

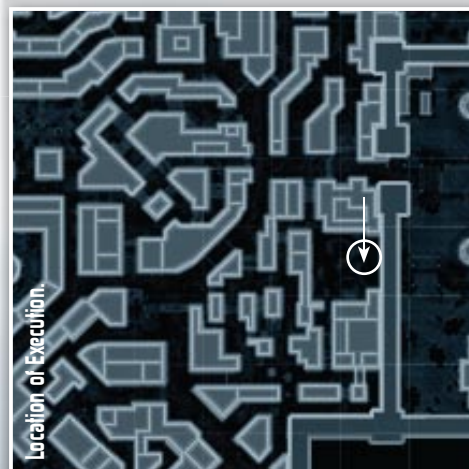


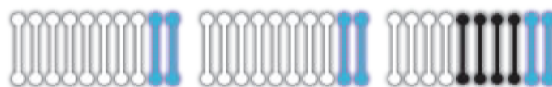
As they return to work they go in separate directions. Either carpenter can be Targeted, so choose the one that isn't headed for the Guard Post if they are still here. You grab some orders and drawings of the construction stage, which is beneath the western edge of Solomon's Temple.

After studying the map, you ponder:

Memory Log "Majd Addin is rumored to have reached his position through nefarious means. These rumors are likely true, as those who preceded him in the position all met with mysterious and untimely ends. The men from whom I learned this carried a map detailing today's execution. It will occur near the western edge of Solomon's temple."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**





Memory Strand 04 \ Pickpocket



Head north and east slightly, down the steps from the Synagogue in the southeastern corner of this District. You come across a Guard Captain and Courier whispering suspiciously. Target them and listen as the Captain gives a document for delivery, showing the location of his men during today's execution.

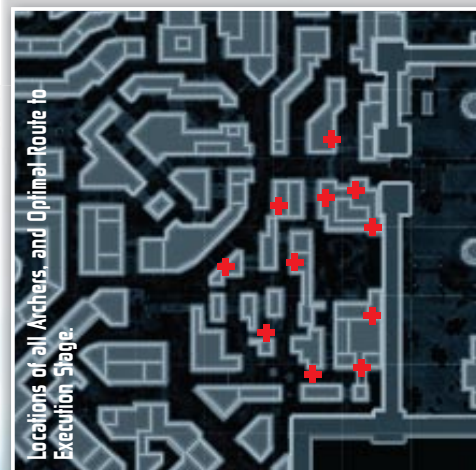


The Courier leaves the Captain, and may head your way, so **Blend** in prayer and grab the map as he passes you by.

After reading over the parchment, you realize this is:

Memory Log "I've found a map detailing the location of the Guards attending today's execution. This will make things much easier."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



Memory Strand 05 \ Informer



Investigation Type: Assassination

Number of Targets: 3

Time Limit: None



Remove all of the Rooftop Archers prior to starting this Investigation. This helps you defeat the three foes without being spotted.

The Informer is hiding closer to the gates than you might think; he's behind the wall in the small dead-end area, away from three patrolling Guards that he pleads with you to defeat on his behalf. Although there are numerous routes to take, finish your conversation with the Informer and head toward the gates area.



Refer to the Training chapter if you need more information on how far Guards can see. Look for the helmeted Guard near the tree and dead-end area, and follow him across the courtyard, slaying him as he reaches the crowd.



Dart back and right, around the base of the Mosque to ensure you aren't seen, and negotiate the Trouble Maker here. To catch the second Guard you must Assassinate as he walks by this area, ideally away from the Trouble Maker but before the first body is found.

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Finally, scale the southeastern wall, between the Mosque and the exterior. Climb up and locate the third Guard, on the rooftops. Clamber onto the highest roof, so you're below the Guard. You may need to quickly dispatch an Archer if you didn't clear this area previously. Then leap in and Assassinate the final Guard, use the Roof Garden if you need to, carefully descend (via a ladder if possible), and rendezvous back with the Informer, who has some pertinent facts for you to consider.



The Informer grants you further knowledge of your Target:

Memory Log "Majd Addin enjoys lecturing his prisoners before executing them. While doing so, he turns his back to the crowd. It is the perfect moment to strike."

Memory Strand 06 \ Eavesdropping



Your sixth Investigation occurs slightly south of the middle of the District. Locate the domed Church (View Point 04) and the Bench in the southeast corner of the courtyard. Getting here may present a minor inconvenience as there's a Trouble Maker near the alley entrance, so move around him or Eavesdrop from above. Listen as two monks converse.

The monks give you the following information:



Memory Log "The Scholars are likely to cause a disturbance at the entrance to the execution plaza. If I time my entry properly, they could provide a nice distraction for the guards."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**:



Memory Strand 07 \ Assassin's Bureau Return



Leap across the rooftops, heading north to locate the Bureau at the edge of the Rich District. Descend into Malik's chamber, where he continues to measure alleyways on his map. You reveal what you've learned. He grants your request.

There are five angles from which to watch this conversation unfold.

Your thoughts for the forthcoming assassination:

Memory Log "One of the men Majd Addin intends to execute is an Assassin. I must conclude my search quickly and see to it no harm comes to this Brother of mine."

Memory Strand 08 \ Assassination \ Majd Addin

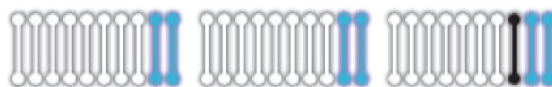
Assassination Preparation

Tip Preparation is limited as it begins as soon as you reach the execution grounds in front of Solomon's Temple entrance, and the area is heavily guarded. Make sure these plans are attempted before you visit the Bureau in Memory Strand 07.



01. Pickpocket Some Throwing Knives: Before reaching the assassination area, roam the alleys or the courtyards near landmarks, and take Throwing Knives from Courageous Citizens. At Rank 5, you can carry five Throwing Knives. At Rank 6, you can carry 10. If you find yourself failing this





assassination due to your limited Throwing Knife inventory, complete the assassinations of Abu'l Nuqoud (Damascus) and William of Montferrat (Acre) first, so you are Rank 6 when you enter Jerusalem.



02. Scholarly Advice: The single Save Citizen requiring you to rescue a Scholar pays dividends, and should be attempted at any time before you reach the execution courtyard. As the streets are extremely well guarded, using **Scholars** is the only way to get near Majd Addin. This is a good idea, but not necessary.



03. Wandering Around the Wall: When the Target Assassination begins, you have no chance to inspect the alleyways, execution's courtyard, or the crumbling wall where the entrance to Solomon's Temple is believed to be located. Seek out this area prior to the assassination to get the lay of the land. You can try roof approaches, learn where the Trouble Makers are, and plan a favored route if the one to come isn't to your style.



Caution Once the assassination begins, be careful where you move. The crowd is tightly packed; there are Guards everywhere; and running, moving near Guards without being Blended, hitting or shoving citizens, or climbing on scenery that isn't a ladder usually raises the alarm.

The Assassination Begins



Tip Reach the execution courtyard by carefully maneuvering along the rooftops to the northwest or southwest, slaying Guards with Throwing Knives. Then Drop down to begin witnessing Majd Addin's speech. Alternately, use the Scholars to reach the northwest corner of the courtyard.

Majd Addin enters from a side door, demands silence, and strides to the center of the execution stage.

Majd Addin approaches the prisoners tied to the stage. Suddenly, two men rush the stage. "This is not justice!" the first cries, his face covered in a cloth.



prisoners: Majd Addin begins to berate each prisoner; it is your chance to act!



There are **four glitches** that change your perspective:

As Majd Addin walks out onto the stage from the side entrance.

As he speaks to the crowd, before the two masked citizens attack.

During the citizen attack and murder (pictured).

As Majd Addin continues his speech.



Additional Data Majd Addin speaks to each of the four prisoners as you work your way around to attack him:

01. The Harlot

She is stabbed.

02. The Gambler

He is stabbed.

03. The Thief

He is stabbed.

04. The Heretic

If the Heretic is killed, you fail this Investigation.

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The first is shot by an Archer. The other is stabbed by one of Majd Addin's Guards. Majd Addin then turns to the



The Assassination Continues



Note You have a choice of two routes to take to reach the stage. You cannot head there from the ground.



01. A Run Along the Northern Rooftops: If you're in the northwestern corner, turn left and locate the ladder. Climb it with your **Throwing Knives** at the ready, and after ascending a second ladder (picture 1) quickly Target and slay the Guard on the rooftop. Move around the left side of the cube-shaped roof structure, to the wall, and Peer down and right. Slay another Archer below you with a carefully-aimed **Throwing Knife**. Then Drop down (picture 2) and wait for the optimal moment to Assassinate.



02. A Run Along the Southern Rooftops: This is slightly more preferable as you're closer to Majd Addin when you reach the stage (he is slaughtering prisoners from south to north). Move south to the building wall near the courtyard (picture 1), climb it, look south, and defeat an Archer before the alarm is sounded. Run around to the wall and Peer down and to the left. Majd Addin is finishing his conversation with the harlot. Now is your time to act!



Tip Remember that you should bring down the Archers on the rooftops surrounding this courtyard prior to witnessing Majd Addin's speech. It is helpful when moving across the rooftops to the stage.

The Assassination Ends



01. Attack from the Back: Your preferred tactic requires skill and timing, but it is straightforward and results in a quick kill and relatively easy escape. Drop down to the stage (without falling and making a thud), and quickly rush Majd Addin (picture 1) with your **Hidden Blade** primed. Immediately jump on his back and thrust your blade deep into his neck (picture 2). Timing is the key here; do this just after the harlot (or if you're taking your time, the thief) is stabbed, and Majd Addin is facing the crowd.



02. Attack from the Front: This is a less impressive and more dangerous plan, usually occurring if you're spotted, land heavily, land so Majd Addin spots you, or you try and rush the stage from the ground. Dozens of Guards pour in, some sporting uniforms to match Majd Addin's, and a fraught battle begins. You should try to Target Majd Addin and slice at him until he yields; he is your only important target.



The mists of the Memory Corridor envelop you both. You ask Majd Addin what his part was in all of this, and to explain his vile deeds. You finish the assassination.



There are four glitches that change your perspective. They all are accessed as Majd Addin's life ebbs from him, although he appears standing, and speaks to you with the bright lights and swirling mists of the Memory Corridor creating a visual echo.

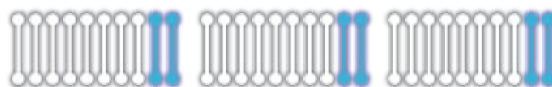


Return to the Assassin's Bureau



Expect a massive crush of troops rushing to slay you after you finish off Majd Addin.





You can naturally challenge them all to a highly dangerous (and entertaining) fight in the courtyard, or you can speed back to the Bureau. Climb the northern buildings and ladders overlooking the courtyard. Once at the top (as shown), you can see the Bureau dome in the distance. It is a matter of Jumping to the leafy balcony and slaying Guards (including two standing on the Bureau) before you meet Malik again.



Malik A-Sayf greets you; he has heard Jerusalem needs a new leader. He instructs you to return to Al Mualim.



There are **five angles** from which to watch this conversation unfold.

Your sixth (or fourth or fifth) assassination leaves you to ponder:



Memory Log "Majd Addin was mad. He killed because he enjoyed it. Jerusalem shall be free of his reign, and my deed has been accomplished. Though it appears he betrayed them, he claimed membership within the same Brotherhood as the others I have killed. What is this Brotherhood? Why do they seek to control the cities? Al Mualim will have answers, he must."



Note You can instantly fast-forward your memory to Masyaf, explore the Poor District of Jerusalem and the Kingdom, or quit the Animus. Your subsequent mission begins when you reach Al Mualim.



Note If you completed Abu'l Nuqoud \ Damascus and William of Montferrat \ Acre prior to this, your memory is returned to the Laboratory.

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Abstergo Laboratory \ Day 4 \ Evening

"There's no way you could've known. They hide it so well. But to answer your question: Vidic works for them. We all do. Abstergo is their company."

—Lucy Stillman



You are removed from the past and dumped back onto the Animus slab. Vidic is on his phone, using a tone that borders on frantic. Lucy informs you that a group of Assassins has attempted to reach you and that Vidic has his own secrets, the most shocking of which is revealed to you now. Vidic leaves for the exit, and Lucy talks to you. You can keep speaking with her until she requests that go to bed.



Wait until Lucy leaves for the evening, then explore the laboratory area again. Vidic's Digipen (which you swiped at the start of the day) allows you to access the laptop on the glass table. Check the various computers in this laboratory for interesting information on Abstergo Industries (in addition to the e-mails you may have read yesterday). When you're done reading, head to bed.

Abstergo Industries \ Laboratory \ E-mails \ Day 4				
Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
2	Lucy Inbox	Classified Information	Administration	Sept 3, 9:13
2	Vidic Inbox	Daily Headlines	News Services	Sept 3, 13:44
2	Lucy Inbox	Re: Leila	Warren Vidic	Sept 3, 9:14
2	Lucy Inbox	Re: Your pen	Warren Vidic	Sept 3, 2:36
3	Lucy Inbox	Case File #1394 [Leila Marino]	Nancy Nilop	Sept 4, 11:54
3	Lucy Inbox	Re: Case File #1394 [Leila Marino]	Warren Vidic	Sept 4, 21:25
3	Vidic Deleted	I KNOW	UNKNOWN	Sept 4, 13:00
3	Vidic Inbox	Daily Headlines	News Services	Sept 4, 12:30
4 (new)	Lucy Outbox	Re: Case File #1394 [Leila Marino]	Alan Rikkin	Sept 5, 8:36
4 (new)	Vidic Inbox	Re: Case File #1394 [Leila Marino]	Alan Rikkin	Sept 5, 10:08



There are **three cameras** with which to view your recovery from the Animus.



Memory Block 5

Abstergo Laboratory \ Day 5 \ Morning

"Missed you this morning, Doc!"

—Desmond Miles



You think it's morning when you wake up and exit your sleeping quarters, and you're surprised that Vidic isn't hovering over you like a vampire. He seems in no mood for fooling, snapping at you to return to the Animus while Lucy is lost in her work. Oblige him and bring your genetic memories online. The next stop is Al Mualim.



There are **five cameras** with which to view your bedroom movements.

Al Mualim's Briefing \ Masyaf

Progression

Memory Strand \ Exoteric \ Leave for the Kingdom

Assassin's Rank: 7

Assassin's Sword (Enhanced)

Synchronization Blocks (minimum: 11)

Synchronization Blocks (maximum: 19)

"This 'piece of silver' cast out Adam and Eve. It turned staves into snakes. Parted and closed the Red Sea. Eris used it to start the Trojan War. And with it, a poor carpenter turned water into wine."

—Al Mualim

Memory Strand \ Exoteric \ Leave for the Kingdom



Al Mualim trusts that you are well rested, but he senses that your thoughts are troubling you. You note that your previous three Targets were meant to aid their leaders, but instead chose to betray them. Al Mualim explains that it is because the Templars desire control, which is now impossible, as he has

"the Fruit of Eden." He then produces an odd silver object (which Malik rescued from Solomon's Temple), and explains its unthinkable properties. It looks like a Globus Cruciger. Robert de Sable was using it to prepare for war! You're pressed for time, and two more Templars require your attention: One in Acre known as **Sibrand**; one in Damascus, called **Jubair**. Your status is further increased.



There are **five angles** from which to watch this conversation unfold.

Rank: Assassin 7

You acquired the Assassin's Sword (Enhanced)!

DNA Synchronization Augmented to: 11 (min.), 19 (max.)



Note You can choose either of the two Investigations. The first is **Sibrand \ Acre**. The second is **Jubair Al Hakim \ Damascus**. You can also replay Memory Blocks 1, 2, 3, and 4, if you wish.



You can optionally test the weight of your new **Enhanced Sword** in the training courtyard. It offers quicker reactive swipes and greater damage, but otherwise acts just like your previous sword. Utilize one of the many paths through Masyaf that you have learned (such as via **this Leap of Faith**, as shown), choose a horse, and depart into the Kingdom. You ride for Acre (or Damascus, if you wish to complete the second part of this Memory Block first.



Note Remember that all of your optional tasks are still available to you. Consult the **Tour of the Holy Land** chapter for further information.



Additional Data A Globus Cruciger (from Latin, meaning cross-bearing orb) is a spherical Christian symbol of authority, with the cross symbolizing Christ's dominance over the world. This one has substituted a cross for the holy symbol of the Templar order.





The Road to Acre \ Kingdom

"Robert de Sable is made nervous by our continued success. His remaining followers will do their best to expose you. They know you come: the man in the white hood. They'll be looking for you."

—Al Mualim

Progression

Memory Strand \ Exoteric \ The Road to Acre

Tip The lands of the Kingdom are available for continued investigation, and all optional tasks are available to you. Consult the Tour of the Holy Land chapter for further information. You can choose to journey to either of the cities. As you've already visited them, your paths are the same.

Memory Strand \ Exoteric \ The Road to Acre

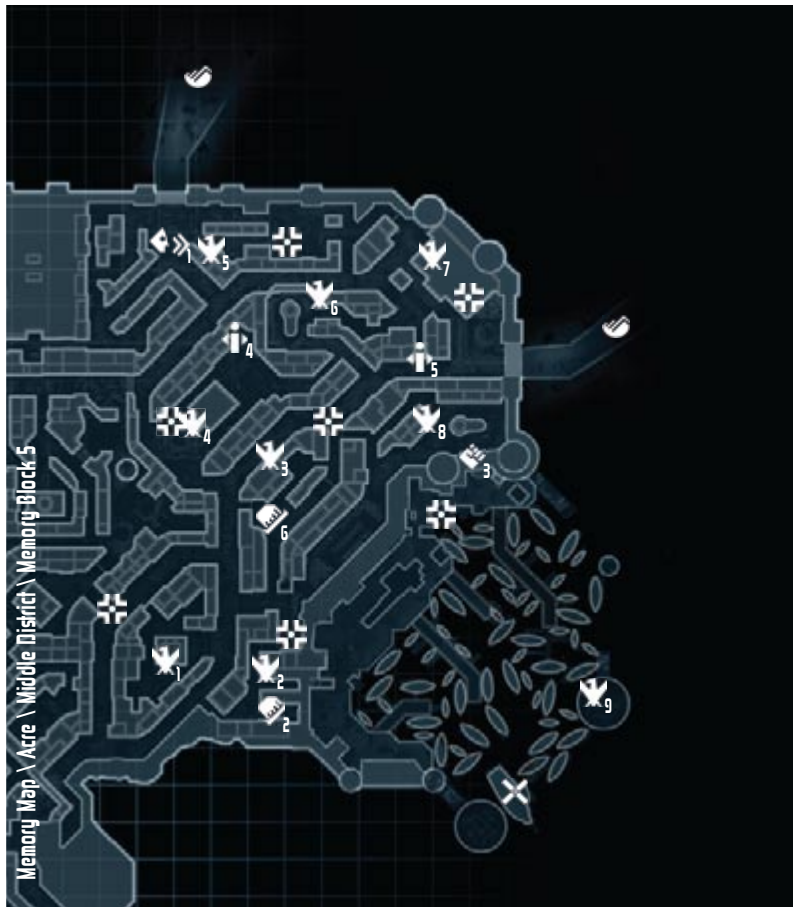


There are additional men on patrol across this Holy Land. The Guard Posts mean that Galloping is only advisable

through sections of the route that do not have a high Crusader population. Follow the route to the Lakeside Village, then the Crusader Gorge, over to the Crusader Encampment, and finally enter Acre's outskirts. You can optionally ride to the Forest Village and take the mountain trail by the pond. Both of these routes were revealed in previous Memory Blocks.

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Sibrand \ Acre



"How could I believe, given what I know? What I've seen? Our treasure was the proof!"

—Sibrand

Overview \ Sibrand: Liege-Lord of the Knights Teutonic

As news sweeps through the land that many in power are to die by your blade, an increasingly paranoid Sibrand—leader of the Knights Teutonic in the dock area of Acre—begins to fear for his safety. He's doubled the Guards, fled to his boat, and commandeered all other vessels. With little else to do, merchants and fishermen have turned to the bottle and stagger about aimlessly, while Guards whisper about the on-edge Sibrand. You must learn his faults, then Leap along the dangerous offshore terrain to deliver another message to the Brotherhood.



Progression

Memory Strand 01 \ Eavesdropping
 Memory Strand 02 \ Pickpocket
 Memory Strand 03 \ Interrogation
 Memory Strand 04 \ Informer
 Memory Strand 05 \ Informer
 Memory Strand 06 \ Pickpocket
 Memory Strand 07 \ Assassin's Bureau Return
 Memory Strand 08 \ Assassination \ Sibrand
 Memory Strand \ Optional 01 \ Scale View Point: 09 to complete
 Memory Strand \ Optional 02 \ Save Citizens: 07 to complete
 Scholars (01)
 Vigilantes (06)
 Synchronization Blocks (maximum: 20)

Note Memory Strands 01–06 can be completed in any order, and at any time.
 Memory Strands: Optional 01 and 02 can be completed in any order, and at any time.
 Memory Strand 07 can be completed after any three of Strands 01–06 are completed.
 Memory Strand 08 can be completed after Memory Strand 07 is completed.

✚ Memory Strand \ Exoteric \ Entering Acre One More Time



The mists and stench of death still pervade the air around the entrance to Acre, and the same options for slipping into the city are available to you. You can engage in murmuring (but movable) prayer with the **Scholars**, ascend either side of the gate and **Free-step** the entrance gate over the Guards, or begin a battle with the enemies at the **Guard Post**.

Note After negotiating the gate, you are back in the Poor District of Acre. You can revisit old haunts if you wish, but it is advisable to move to the Assassin's Bureau, which is located in the middle of the city.

✚ Acre Investigations \ Overview

Your skill with moving freely, but remembering the ever-present danger of the increased security, should be further perfected here. All three Districts (Poor, Rich, and now Middle) can be maneuvered through, but the first two are optional. Don't attempt View Point scaling in the old areas if you're trying to achieve a new Memory Strand, for example. The order in which your Investigations should occur varies; we suggest the following:

1. Move immediately to a **View Point in the Poor District** to view all nine View Points in the Middle District.
2. Visit the **Assassin's Bureau**.
3. Locate the nearest **Middle District View Point**.
- 4a. Choose any **Memory Strand Investigations** (and, optionally, **Save Citizen Investigations**) that appear, complete them, then move to the next **View Point**. Or,
- 4b. Continue to locate additional **View Points**, moving around the Middle District in the order shown on the map, and scaling all the **View Points** so that the map is fully visible. Or,
- 4c. Climb **every other View Point** (where applicable), so the Memory Map is visible, but in less time.
5. Visit the **Assassin's Bureau** (if you haven't already).
6. Complete any remaining **Save Citizen Investigations** that you wish.
7. Complete all the remaining **Memory Strand Investigations** that you wish. Three Investigations are needed to access Memory Strand 08 \ Assassination.
8. Return to the **Assassin's Bureau** for your Assassination Target briefing.
9. Prepare the **immediate area around** the Assassination Target, if necessary.
10. Complete **Memory Strand 08 \ Assassination**.

Note Remember, there are hundreds of additional explorations to undertake in Acre:

- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with **Hospitaliers, Crusaders, and Teutons**, who guard this area.
- * Locating the Acre Middle District's 33 Flags (and 100 Flags throughout Acre).
- * Reaching all nine View Points.
- * Challenging Templars to a duel.
- * Avoiding or Grabbing and Throwing Trouble Makers.
- * Tackling through crowds.
- * Tossing Throwing Knives at foes on rooftops, or from rooftops.
- * Pickpocketing Throwing Knives from Courageous Citizens with knife bells.
- * Hanging and Dropping from buildings, and Grasping lower ledges instead of attempting Leaps of Faith.

Consult the Tour of the Holy Land chapter for further information.



✚ Memory Strand \ Exoteric \ Other Threats



01. Rooftop Enemies: Deal with Rooftop Guards in one or more of the following ways:

Sneak up behind them, then execute them with your **Hidden Blade**.

Sneak up behind them, then slash them with your **Short Sword** or **Sword**.

Grab them, Throw them so they lie prone, then Assassinate them with the **Hidden Blade**.

Grab them, then Throw them off the roof area you are on.

Engage them in regular combat, making sure you're away from the edge of the roof.

Target and lob **Throwing Knives** at them from distance (this is recommended).

Run and Tackle them so they fall off the roof.

If you require more Throwing Knives, Pickpocket Courageous Citizens with knives in their belts.



02. Guard Patrols: These are groups of between five and seven Guards, led by a Sergeant, who are actively looking for you. Deal with them in one or more of the following ways:

Blend, giving them a wide berth. If you walk next to them, combat begins and more Guards are called.

Walk, giving them a wide berth.

Engage them in combat, relying on **Counter** moves for the less proficient foes.

Engage them in combat, flee, and move toward an area where you know there are crowds of Vigilantes.

Engage them in combat, flee, and Blend with Scholars.

Combat is fierce at this location. Focus on a mixture of aggressive attacks (that foes usually block) and Counters. If you Counter and throw a Guard down, but don't kill him, quickly Target and finish the job before selecting the next Guard. Expect battles lasting minutes, with many more reinforcements than you have dealt with previous. Don't be afraid to disengage and Sprint to a hiding spot!

Learn more about this type of combat in this guide's Training chapter.

03. Courageous Citizens (Knife Pickpocketing):

You now require a steady supply of Throwing Knives.

To get them, locate the Courageous Citizen—he

sometimes has a hood, is broad-shouldered, and carries waist purses. You usually auto-Target him quicker than other citizen types. Simply Target him and attempt a Pickpocket, as you would normally. If you are successful, you steal five Throwing Knives. If you are unsuccessful or are spotted, you are shouted at. Continue to harass the Courageous Citizen and you are challenged to a Fistfight, with other nearby Courageous Citizens joining in. Punch, slay them with weapons, or (for an ultimate in ironic takedowns) lob a Throwing Knife at them! For every Courageous Citizen you knock out, you retrieve only one Throwing Knife.

Disengage from rooftop battles to secure more Throwing Knives; they make rooftop infiltrations much easier.



04. Trouble

Makers: The docks are notorious for staggering fools that push and shove you. Deal with them thusly:

If you're by the water, Tackle (as shown), pushing them away and into the water.

This allows you to "dispatch" Trouble Makers without losing Synchronization. Or,

Slow down, ensure you're not near the water's edge, let them shove you, then run around them. Or,

Grab and Throw them. Or,

Assassinate them, although you lose Synchronization. Or,

Avoid the locations where they stagger by finding an alternate route.

Learn all about dealing with rooftop enemies, Guard Patrols, Courageous Citizens, and Trouble Makers in this guide's Training chapter.



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Visiting the Assassin's Bureau


Note The friendly Rafiq is your Bureau Leader, and the optimal time to visit him is before you begin to scale all the View Points. However, you can ignore him and start your Investigations without his approval.



Scale the roofs of the Poor District, dropping Archers with Throwing Knives. Alternately, if you want to remain Anonymous, head down the main thoroughfare and seek out the small dome of the Assassin's Bureau. Follow your map, locating the nearby courtyard before you reach the roof entrance. Drop down and meet the Rafiq once more.



The hooded Rafiq looks up from his measurements, and you request knowledge about Sibrand. The Rafiq is happy to furnish you with details. The Rafiq then apologizes for doubting your dedication to the cause.

 There are five angles from which to watch this conversation unfold.

Note You can return to the Bureau for different discussions with the Rafiq. Make sure your next visit occurs when between three and six Memory Strand Investigations are complete.

Memory Strand \ Optional 01 \ Scale View Point \ 01-09

Note You can ignore these View Point climbs as all Investigations are still available (and you can see them on this guide's map). However, you cannot complete Memory Strand \ Optional 01 until you've visited all of them.

Revealing all the Investigations on your in-game Memory Map is a good choice, as always. It is advantageous to visit them in the order presented—the routes to each View Point are quicker using this plan. Attempt View Point scaling between Memory Strand and Save Citizen Investigations, or one after the other. This Memory Strand is complete when all View Points are ascended and Synchronized.

Caution These View Points have numerous Archers and Guards patrolling them. Use Throwing Knives to ensure you infiltrate with skill!

Tip Be sure you watch the boundaries between the Districts so you don't waste time scaling View Points in the wrong area!



View Point 01 is southeast of the Bureau, and it should be your first area to investigate. Access the cube-shaped Guard Tower (after you knife the Archers) from the west, Leaping east to the arrow-slit window.



Scale the sheer sides of this tower. After you're at the top, sharpen your Hidden Blade to use on the Archer; a mixture of stabs, throws, and quick swordplay results in victory. The Synchronization allows you to view the Middle District in great detail, including the lighthouse (shown in the distant upper right of this picture)



View Point 02 is a small, easily visible spire east of the Guard Tower. It overlooks Saint John's Gate (both archways) and offers excellent snooping views of the gate areas themselves. Be sure you clear all Archers though, including the ones on the lower rooftops above the southern arched gate.



Tip You may wish to continue east toward the docks and lighthouse, but you must return through one of the two archways of Saint John's Gate if you approach from this direction. It is better to approach from the north, heading south, as you can use a Leap of Faith and ignore the gates completely. See View Point 09 for more information.



View Point 03 is almost due north of View Point 02, and is another small spire in the middle of a good-sized rooftop section. There are Archers (at least four) to defeat before you climb.

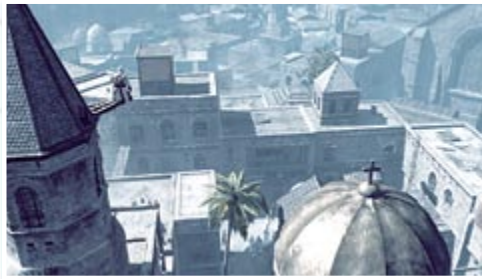


View Point 04 is the bell tower of the church adjacent to View Point 03. Because you've cleared the nearby area of Archers, you can cross to the base of the structure to begin the climb. There are additional enemies to contend with on the other side, if you wish.



Climb the bell tower. As you Synchronize, you can make out the golden dome of a Chapel to the northeast, the border with the Poor District, and the Fortress walls in the distance.

View Point 05 is another small spire located near the Poor District border and one of the exit gates. It is overlooking a courtyard and has four Guards patrolling the nearby roofs.



View Point 06 is another small spire, but this one overlooks the golden dome of the Chapel and offers

excellent views of your previously ascended View Points. Note the Scholars moving about the Chapel street below; they can be used as moving hiding places in Investigations to come.

View Point 07 is at the top of one of the Fortress towers built into Acre's perimeter wall. Approach it from the northern side (as shown), moving along the rooftop and Leaping across to the scaffolding (or, climbing the scaffolding from the Fortress grounds below). Scramble up and onto the parapets, then lob a **Throwing Knife** at a nearby Archer on patrol.



Locate the tower (there are two—you want the northern one) with the beam jutting out of it, and use scaffolding on the parapet to scale onto a small stone balcony with another Archer to defeat. You can Synchronize from here, or climb to the top (as shown) and gain an incredible city vista!



Note The Leap of Faith from this beam is impressively long. Be sure to try it!



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View Point 08 is yet another small spire overlooking the golden-domed second Chapel—the one the Rafiq mentioned. It is near a courtyard, an orator's spot, and a Saxon Cross overlooking the docks. Take this ascent slowly as there are numerous Archers.

View Point 09 is the lighthouse at the outermost point in the docks area. You can enter the docks via Saint John's Gate (battle through or **Free-step** over the Guard Posts). Or, you can continue from View Point 08, climbing up to the courtyard by the Chapel, and execute a **Leap of Faith** from the ledge behind the Saxon Cross.



Tip This Chapel courtyard is a good spot to steal Throwing Knives from Courageous Citizens.

This maneuver allows you to enter the docks from the north, where there are less Guard Patrols and adversaries to defeat. Although you can move down the wooden pier, it is dotted with Trouble Makers who can push you into the water. Instead, move to the northern section of floating boats and—very carefully—Leap along the outer boats and mooring posts.



Caution Beware of the water—one wrong Jump and you land in the sea and drown! Position yourself carefully before any Jump, and defeat foes from the middle of boats or using Throwing Knives at range to avoid being thrown or falling into the water.



the top. There are a few Guards to defeat prior to the climb, at the base of this lighthouse.

Tip The resulting view is worth it. Not only is it spectacular, you can plan out various routes through the piers, docks, posts, and bobbing boats before you descend.

Note The Leap of Faith from the protruding beam atop the lighthouse is terrifying and enthralling!



Once you scale all nine View Points, the following information is imparted:

Memory Log "All View Points scaled in Acre Middle District."

Memory Strand
Optional 02 \ Save Citizens \ 01 of 07



There are only seven Save Citizen Investigations in the Middle District (any more are across the border in a separate part of the city). Only one requires you to save a **Scholar**; it is near the domed Chapel to the west of this District. Slaughter the Guards, use the nearby Hay Stack if needed, and return **Anonymously**.



The Scholars move in a circular route, deep in chanting prayer, around the base of the bell tower (View Point 04). Use them to flee from Guards or get near a well-guarded area at the back of the church to begin an Eaves-dropping Investigation.



Tip There are other sets of Scholars, such as those moving around the Chapel that's close to View Point 04, and these gentlemen of the cloth do not require rescue. They are here to allow you to Blend with them, avoiding being pushed by Trouble Makers or seen by Guards in this area.



Memory Strand Optional 02 \ Save Citizens \ 02-07



For all of the other six Save Citizens Investigations in the Middle District, you are to rescue a female citizen being manhandled by Guards. When all that seek to harm her have been slaughtered or sent running, become Anonymous and talk to the woman. Her gratefulness extends to the Vigilantes she knows, and they in turn help to halt the Guard presence when you're attempting to escape.

Caution Almost every one of these Investigations involves reinforcements, and the total number of Guards you must dispatch can sometimes total over a dozen.

Tip Remember, you can start the Save Citizen Investigation from a roof, Targeting then lobbing Throwing Knives before finishing the rest of the foes in sword combat.

Tip As there are many more Guards than in previous Investigations, it is recommended you complete all these Save Citizens Investigations. You should also scout the area for Hay Carts, as well as Benches inside buildings that are easily run to but not easily spotted, as this can help throw off pursuers during the completion of this Memory Strand.

Note The Memory Map icon changes from a Save Citizen to Vigilantes. Vigilantes also appear in the general area of the new icon.

The following information is imparted:

Memory Log "All Citizens were saved within the Middle District of Acre."

Note There are 16 Other Objectives (7 Save Citizens within the District and 9 View Points) to complete. Finish all of these to Augment your Sync Bar by one Block to 20. You should have 12 vertical "Other Objective" bars filled in. This is the earliest opportunity to reach maximum DNA Sync Augmentation. Any additional "Other Objectives" attempted don't add to this total.

Tip Remember, you only need complete three of the following six Memory Strand Investigations before returning to the Assassin's Bureau to access Memory Strand 08 \ Assassination.

Memory Strand 01 \ Eavesdropping

Your first Investigation begins in the north-western corner of this District, near the large exit gate. Stride over to locate the two Teutronics chattering nearby. "His paranoia knows no bounds," the first whispers. "He's planning something at sea."



The knight doesn't have time to finish revealing his thought, as another man approaches. You've just witnessed the (justifiable) paranoia of Sibrand.

The obvious conclusions are revealed once the Teutronics scatter:

Memory Log "Sibrand is paranoid. His fear of the Assassins has him cowering deep within the docks. Reaching him may be simple, but finding him may not."

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Memory Strand 02 \ Pickpocket



This Pickpocket location isn't conducive to stealing; it takes place right next to Saint John's Gate, in a small courtyard where you're hassled by both Beggars and a Guard Patrol taking a circular route. Begin your listening by

standing within earshot of the two dockworkers near the Hay Cart.

Quickly sidle up to the man with the waist purses and grab the letter to read for yourself.



Tip The Pickpocket can be successful if you move in and snag the bag immediately (as shown in the second picture). However, expect a Guard fight afterward. Alternately, you can follow the dockworker away from this high traffic area and steal the letter on an enclosed street.



Memory Log View Attachment: The following Attachment has become available:

Master:

The situation here is dire. Stories of the Assassins and their evil deeds continue to plague me. Our losses at their hands have been substantial—both in Acre and our other holdings. I fear they come for me next. I have asked my men to increase their patrols throughout the city (and especially the docks), but these creatures have proven quite resourceful. Can I even trust my men? How many of them might be in league with our enemy?

I have made plans to move to sea. As soon as she is ready, I intend to board my ship and be away. It is, perhaps, the safest course of action. Surrounded by water, and guarded by my most loyal men, it will be difficult for anyone to approach unseen. Should you have further orders for me, now would be the time to deliver them, before my ship arrives.

Yours in Peace,

Brother S.

Your eyes and ears reveal to you this additional information:



Memory Log "Sibrand will soon retreat to his private vessel, believing himself safe surrounded by water. It will be difficult to approach his ship unseen, but I will find a way."

Memory Strand 03 \ Interrogation



Note The rules and regulations that the orator shouts to all can be heard some distance from the Saxon Cross he stands in front of, allowing you to easily locate him.



A Despot stands at the foot of a Saxon Cross that's near the chapel to the northeast. He spouts on about Sibrand's orders. This messenger must be followed and beaten. When he finishes his speech, back away and let him pass, then follow him around the chapel and down the stairs.



As the Despot turns the corner, lay into him with bunches of **Punches**, and take care of the additional **Courageous Citizens** that attempt to help. When you've pummeled the Despot enough (you don't need to tackle any other Citizens if you don't wish to), you force information out of him: Sibrand has claimed a hundred ships to establish a perimeter in the open water. This doesn't appear to be to defend against Salah al-Din, either!

A loose tongue has revealed more about this mad Teutonic:



Memory Log "Sibrand plans to install a naval blockade, preventing King Richard, his own king, from receiving reinforcements in the war against the Saracens. What would motivate Sibrand to such treason?"





Memory Strand 04 \ Informer

Investigation Type: Assassination

Number of Targets: 5

Time Limit: 04:00:00



The Informer is fearful of demons in human form, although you're certain these are simply Crusader Knights that must be culled. Locate the well-hidden Informer near the church on the western side of this District, and agree to dispatch the five fiends that seek him out.



The first of the Crusaders is patrolling the small, sunken market area behind the church, right next to the Informer. Locate and Assassinate him, but be sure any patrolling Guards have passed you first. Then scurry off down the southeast alleyway before you're spotted.

The second knight's route is at the bottom of the stone steps. He ascends them and heads into the alleyway from which you just appeared.

This is the perfect opportunity to follow and Stealth Assassinate him without anyone seeing you.



Return to the small, sunken market area behind the church, and run west along the side of the church to the front. By the fountain, a third

Crusader waits. Ignore the annoying Beggars, circle around behind the Crusader, check that the coast is clear, and stab him.



Run (don't Sprint) down the steps to the southwest area of the church courtyard where you slew the third Crusader. Don't kill the fourth Crusader yet. There are two Guards to walk between at the bottom of the stairs. After you do that, wait

for the Crusader to circle around the fountain and head down the narrow alley. Stealth Assassinate him at this alley entrance.

Back up, walk or run between the Guards and up the steps to the front of the church courtyard, and look for the stone steps to the south. Head down these steps and more as you track your final foe. Stealth Assassinate him in the main

lower thoroughfare once the Guard Patrol is away from you. Afterward, either turn around and head back to the church, or continue along the thoroughfare heading east. Find the steps where you followed the second Crusader, and return to the Informer for the information you seek.



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There is some additional knowledge, and an Attachment showing Trouble Maker locations:

Memory Log "The only thing more dangerous than a drunken sailor is one who is also angry. Such distractions will make my work more difficult. I should endeavor to avoid these Trouble Makers at all costs."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



Memory Strand 05 \ Informer

Investigation Type:
Assassination
Number of Targets: 3
Time Limit: 03:00:00



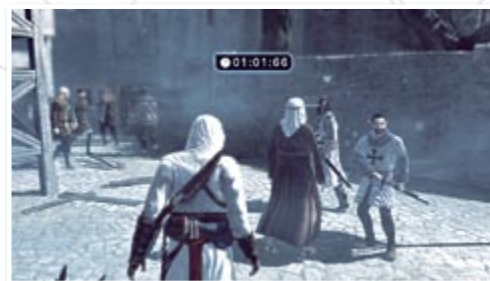
In the northeastern area, near the grounds of the walled Fortress, is a narrow and dark alleyway where your unpleasant Informer friend is finally realizing that he may have misjudged you, especially after getting on the wrong side of a group of Crusaders.

You're tasked with assassinating them all, so begin by walking up the adjacent stone steps.

Wait at the top of the steps for the first Crusader to pass by. He turns and heads toward the gate, then turns left into the raised courtyard where the Trouble Makers are staggering around. Slowly follow him into this area and slay him, but don't get pushed by the drunks!



The second Crusader is inside the grounds of the walled Fortress. It is important not to attract attention by Jumping the stone wall surrounding this area. Hop over the wall just after you kill the first Crusader, then move behind the two-man Guard Post at the entrance. The second Crusader patrols the area near the tree. Blend, then follow him and attack with a Stealth Assassination.



Hop over the stone wall to the north (by the Hay Cart, to prevent yourself from being spotted and ruining the Investigation). Then turn and head down the stone steps along the street to your left, following the final Crusader around the front of the Fortress wall you just hopped over. Wait until any Guards pass you by, skewer the Crusader, and use the narrow alley to quickly return to the Informer, who is finally thankful for your prowess.

The Informer allows you to bag a particularly interesting piece of parchment:

Memory Log "This map details the paths taken by Sibrand's Guards within the docks area. I should keep it close in case my travels bring me there—and I suspect they will."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**





Memory Strand 06 \ Pickpocket



A market stall in the District interior is the location for your final Investigation before you face Sibrand. By a wall near one of the market stalls, a Teutonic and an old Acre nobleman are having a heated discussion. Avoid the Guard Patrol presence and don't bump into anyone, then begin your listening from the point in the picture.

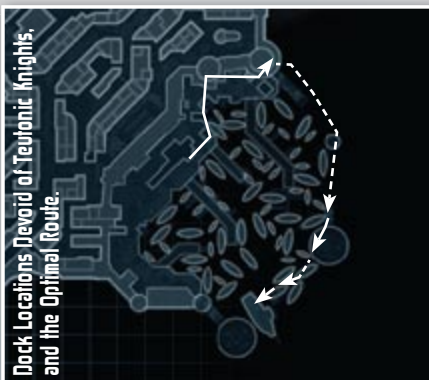


The Teutonic offers a letter with general terms in it. It is this letter you must pilfer—slowly grab it from the old man's waist purse.

You gain the following once the Investigation is over:

Memory Log "It appears the northern docks are void of Sibrand's knights. I should have a little less trouble making my way through there."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



The merchant's warning letter reads thusly:



Memory Log This will serve as your final warning.

Under order of the king, the Knights Teutonic have been given jurisdiction over Acre's port and all immediate surroundings. ALL IMMEDIATE SURROUNDINGS! You have refused to relinquish the northern docks, denying access to my men, time and time again. Such disobedience will not be tolerated.

Accept the coin that's been offered to you in compensation and be on your way. Refuse and you will leave us no choice but to seize your property and bring charges for conspiring against the king. Such a crime is punishable by death!

When next we come, there will be no letters—only irons.

Memory Strand 07 \ Assassin's Bureau Return



When three or more of the six Investigations are complete, return to the Bureau via rooftops, using your Throwing Knives to quiet the Archers.

Drop down and enter the Rafiq's book repository. You're greeted warmly. You reveal Sibrand's paranoid, his sealing of the docks, and his waiting for a ship to carry him away. Take the feather given to you.



There are five angles from which to watch this conversation unfold.

Your planning takes the form of the following thoughts:



Memory Log "Sibrand now hides within Acre's port, made mad with fear. He knows the Assassins have come for him. He believes retreating to his vessel will keep him safe. But all he's done is ensure I know exactly where to find him...."

Memory Strand 08 \ Assassination \ Sibrand

Assassination Preparation



Tip Attempt the following prior to returning to the Assassin's Bureau and starting this Memory Strand. You should have a perfect lay of the land (and water), and an excellent knowledge of the routes through the docks before you begin.

01. Learn the Lay of the Land:

The docks are a maze of watercraft, jetties, and mooring posts. As you can't swim, this is the most dangerous area of the Holy Land for you. Knowing where routes take you results in your safety rather than a dead end and a possible battle with Guards at the water's edge. Follow the routes revealed in this Investigation, but perfect the routes to and from Sibrand's boat first.



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02. A Dry Run, not a Wet One: During your aptly titled dry run, make sure you know where you can Leap to and where you can't. Wooden posts can be deceptively far away (as shown), and facing the direction you're Jumping is a must to avoid a watery demise. You can also cling

and climb to the base of the wooden towers, Grab and Throw foes into the water instead of fighting them. You can even climb the lighthouse to avoid enemies and look over your escape routes, either now or during the assassination.

03. Summon

Vigilantes: Although most Vigilantes roam the streets of Acre, you can find help if you aid the woman under the dockside structure in the northern part of the docks area. Assuming you can defeat the numerous Guards (tossing them in the water is always a good plan, along with swordplay), you can run to this area during the assassination and seek help—the Vigilantes allow you to either hide or flee inland.



04. Picking a

Pocket or Two: The route to Sibrand's ship is fraught with Archers, so secure the maximum number of Throwing Knives (10) by picking pockets. The closest area to the Assassination Target area is the dock by Saint John's Gate (shown in the picture), but beware of Guards spotting your actions. When your Knife Belt is full, proceed to the GPS location.



The Assassination Begins



There is a tinge of urgency in the air. At the bottom of the steps is a small gathering of citizens watching a well-dressed knight berating a kneeling priest.



The priest is admonished, then slaughtered where he kneels. The priest's body is unceremoniously dumped into the water. "Stay vigilant, men!" Sibrand shouts as he dons his horned helmet: "Report any suspicious activity to the Guard. I doubt we've seen the last of these Assassins. Persistent bastards...."



There are five glitches that change your perspective:

As Sibrand's accusatory speech begins.

As the speech continues, and the priest stammers about leading a simple life.



Just before the priest is slaughtered (pictured).

As Sibrand dons his horned helmet.

Just before the priest's body is dumped into the sea.

The Assassination Continues



Tip If you are out of Throwing Knives after the death of the priest, there are numerous Courageous Citizens on the dockside to Pickpocket.



01. The Perfect Route: Using the knowledge previously gained, you should formulate a route that begins along the northern part of the docks. Carefully, without raising an alarm, move to this small jetty. Leap onto the boats in this area, near a wooden tower with two **Archers** on it, then move to the front of the boat and take down the two **Archers** with **Throwing Knives**. Continue your Leaping toward the next vessel (as shown).



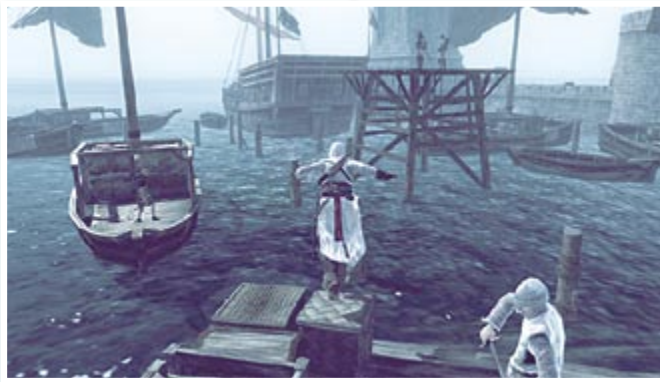
The infiltration should be moving along rather well as there are **no Guard Patrols** and **no Trouble Makers** nearby, only a few ineffectual **Archers** on wooden towers. Jump to your next boat and edge forward until one of the two **Archers** on the wooden tower to the north of the lighthouse area (shown) is within range. Drop him, then **Target** his colleague. Make a series of **Leaps** up the poles and onto the wooden tower, then bound across five more to reach the half-demolished walkway attached to the lighthouse base.



The base itself has four **Guards** to contend with, but they aren't much of a threat if you can chuck **Throwing Knives** at a couple and run around the opposite side of the walkway to surprise the others. When you're done, move to the opposite edge of the walkway base, climb the stone wall, and **Leap** to the first of four boats that are floating between

the lighthouse tower and Sibrand's ship (as shown). Bound across the middle two to reach a smaller rowboat moored to the side of Sibrand's vessel. Avoid the boat to the right in the cluster of four—a **Trouble Maker** is on board. This is **Assassination Point 01**.

02. The Imperfect Route: After the crowd disperses, you are left facing three **Teutronics** guarding the main jetty. You can lose your senses and barge through them, beginning a dangerous run toward Sibrand's vessel with around a dozen knights chasing you (there's a **Guard Patrol** on the jetty, too!). Run through the initial three, then use the scenery steps on the left to gain height and **Jump** around the **Guard Patrol** (as shown).



between the boat to your left and a wooden tower to your right. The boat is too far to **Jump** to (and has a **Trouble Maker** on it), so **Leap** to the end pole between the boat and wooden tower. Then turn, **Leap** to the tower itself, and hang from it. Shimmy to the left, around the far side of the tower so you aren't struck by thrown rocks. If you're lucky, the **Archers** won't have seen you and you can climb up and defeat them. Then **Leap** from the tower to the poles below the back of Sibrand's ship. This is **Assassination Point 02**.



the inn near the hanging lantern, and execute a **Leap of Faith** into a **Hay Cart**. When you're **Anonymous**, clamber out and begin a slow and deliberate move along the dockside.

03. Paths for Lunatics: If you want to really test your dexterity, begin your maneuvers from the south archway of Saint John's Gate. Head back up the steps, but avoid the pathway down to the Gate as a **Guard Post** is here. Instead, climb

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Continue your crazed Sprinting to the end of this jetty (as shown), and pray that you make accurate **Jumps** onto the series of posts that run



Running is not recommended. Navigate the Crate Carriers, Teutronics, and Guard Patrols along the lower waterside area, using the wooden racks to **dodge Patrols**. Don't brush against anyone with a Crusader cross on their uniform. As long as you don't raise the alarm and those carried crates stay in one piece, Leap to the boat adjacent to the lower stone area (as shown). It is then a simple matter of Leaping to the next boat, then the series of posts, toward the stern of **Sibrand's vessel**. This is also **Assassination Point 02**.



04. Teutonic Trouble: There's no chance to move unimpeded along the raised, stone seawall—it is overrun with Teutronics. You can, however, make a valiant effort if you run to the top of the stone steps after making the Leap of Faith (detailed at the start of **route 03**), then clamber

onto the crenelations at the side of the seawall (as shown). The knights are alerted, but if you move quickly you can outrun them.



Ignore the doorway into the cylindrical turret, run up the outside of the turret, then Leap and land on the lantern beam. Cross to the other side, Jump down, and **Sprint** to the other end of the next section of seawall. Climb onto the left low

wall so you can move to the top of the next cylindrical turret and use the lantern beam (which is on the left side this time). The enemy has a hard time catching you, allowing you to reach the smaller lighthouse. Ignore the Guard Patrol and head left, onto Sibrand's drawbridge, to catch him running straight at you! This is **Assassination Point 03**.

The Assassination Ends

"I'll take care of the heathen myself!" you hear Sibrand shout. He lets off a trio of arrows as a show of strength. Ignore this pseudo bravado and prepare to strike from one of four locations:



Remember Sibrand carries a Bow and is wearing a horned helmet; don't strike at the wrong Teutonic!

From Assassination Point 01: Stand on the small boat moored next to Sibrand's vessel, then hang from the side of the ship, as shown. Locate Sibrand—he's moving around the vessel, shouting. If you poke your head over the side of the ship and Sibrand is looking your way, he spots you and flees. The trick here is to hang on until Sibrand has his back to you, then quickly hop over the side, run up behind him, and strike! It helps immensely if you have your **Hidden Blade** primed before the takedown is attempted!



From Assassination Point 02: If you're clinging to the stern of the vessel, and Sibrand is not yet pacing the ship, you have a good view of the Teutonic leader as he fires his arrows and screams orders to his men. The moment he turns away from you, clamber onto the ship and quickly end his life with a **Hidden Blade** from behind. (This is the same way you completed this task if you boarded the vessel from point 01).



From Assassination Point 03: If you've made the mad dash along the stone seawall, dodging Guard Patrols, you should have the skills to quickly change to your **Hidden Blade** and immediately Target Sibrand. If you're approaching from the vessel's drawbridge, Sibrand attempts to flee onto the seawall balconies. Catch him before he escapes, killing him at the top of his own drawbridge (as shown).



From Assassination Point 04: Should the assassination attempt go awry, Sibrand tries to escape to a Guard Post beyond Saint John's Gate. He is very difficult to chase as there are numerous Guard Patrols to slow you down. Ignore them, Sprint until you're just behind him, then finishing him with your **Hidden Blade**. He runs through the first cylindrical turret, then usually down the steps, leaving you to contend with a Guard Patrol (as shown).



Tip You may have Targeted Sibrand, but it isn't necessary to keep the Target locked as he runs. This zooms your camera out, allowing you to better see the obstacles and route to come.



His route is random, but basically consists of fleeing up the dockside stone path, past the small obelisk monument and Hay Cart, up the steps and around the inn, and then

through one of the Saint John's Gate archways near the market tables (as shown). He summons a couple of Guards to block you, so weave around to one side of them as the chase continues. Ideally, you should have killed him by now.

If not, he ends up at this **Guard Tower** a couple of streets in from the docks. He summons a number of henchmen and draws his own weapon. Sibrand is an accomplished fighter. This, coupled with overwhelming odds, means this fight is frantic and requires complete mastery over your timing and **Counter Attacks**. The **Guard Tower is Assassination Point 04**—the last place you can defeat him. Concentrate on knocking Sibrand to the ground, then leaping on him with your **Hidden Blade**. Alternately, cut everyone else down and then Sibrand, if you can.



You emerge in the Memory Corridor with a burst of light. Sibrand dies soon after, and you wipe a feather in his blood.



There are **five glitches** that change your perspective. They are able to be seen during Sibrand's good-bye, except he is on his feet, not bloodied, and gesticulating as if full of life.

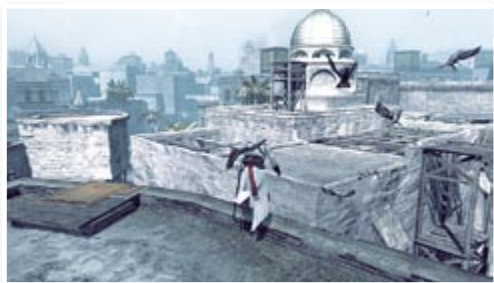


Return to the Assassin's Bureau



If you're on Sibrand's boat when you meet your Investigation goal, you have a choice of paths. One involves fleeing Guard Patrols on the seawall (but with limited opportunities to misstep and fall into the water). The other involves escaping via the route you should have taken to reach the ship (with the danger of mistiming a Jump and landing in the water). As you've defeated the Archers on the way here, you only need worry about incoming soldiers. Tackle some on the ship, Drop and Grasp down the boat's side (picture 1), then start a northward **Free-step** across the docks (picture 2). Don't stop until you pass the cluster of Vigilantes, giving you a chance to hide in a Hay Cart or Roof Garden.


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alarm. Slip down the roof entrance to meet the Rafiq.

You reveal the bloody feather to the Rafiq. You are beginning to wonder if these men had to die. The Rafiq advises that an audience with Al Mualim should make sense of it.



 There are five angles from which to watch this conversation unfold.

Al Mualim's Briefing \ Masyaf

Progression

Memory Strand \ Exoteric \ Leave for the Kingdom

Assassin's Rank: 8

Assassin's Short Sword (Improved)

Short Blade Expertise (Damage)

Synchronization Blocks (minimum: 12)

Synchronization Blocks (maximum: 20)

"It is told that while we follow the Prophet, we believe the Caliphate false. That Hasan—Old Man of the Mountain—took control of Fortress Alamut and commanded us, his followers, to find and slay those who pledged themselves to pretenders."


—Altair Ibn La-Ahad


Memory Strand \ Exoteric \ Leave for the Kingdom




Return to the Fortress library. Al Mualim mentions that your work is almost over, and your status is restored.

Your seventh (or eighth) assassination leaves you thinking:


 **Memory Log** "Sibrand, like others I've slain, was convinced his Brothers would bring peace to the land by freeing the people from the shackles of faith. This strange Brotherhood seeks the same as the Assassin. But their methods are too brutal and imprecise. I admit, I am torn. While I can appreciate their goals, I view with disfavor the way in which they seek to realize them. Still, this situation raises questions. If we want the same thing, should we not be working together? Perhaps Al Mualim can explain."

 **Note** You can instantly fast-forward your memory to Masyaf, explore all of Acre and the Kingdom, or quit the Animus. Your subsequent mission begins when you reach Al Mualim.

 **Note** If you completed Jubair Al Hakim \ Damascus prior to this, your memory is returned to the Laboratory.




A new weapon waits on the table; you are to take it and seek out the last man. "With his death, Robert de Sable will at last be vulnerable."

 There are five angles from which to watch this conversation unfold.

Rank: Assassin 8

You acquired the Assassin's Short Sword (Enhanced)!

DNA Synchronization Augmented to: 12 (minimum)

 **Note** You can choose to complete either of the two Investigations. The first is Sibrand \ Acre. The second is Jubair Al Hakim \ Damascus. You can also replay Memory Blocks 1, 2, 3, and 4, if you wish.



Additional Data

Benjamin of Tudela

(Mentioned in your conversation with Al Mualim) A Spanish explorer and Rabbi who traversed Europe during the twelfth century. He created impressive catalogs of the populations of the Holy Land and western Asia. However, there are those that believe he obscured much of the real story behind the Assassins, and helped create a myth.

The Old Man of the Mountain

(Mentioned in your conversation with Al Mualim) A possibly apocryphal creation myth regarding how the Assassins came into being, based on evidence of European writers throughout the Middle Ages. In these stories, the name "Old Man of the Mountain" was given to one of the leaders of a sect of Assassins who warred with Salah al-Din and fought off an attempt to conquer Masyaf in 1176. The siege of Masyaf is documented, but the more outlandish claims of hashish use and other oddities could be the stories of highly imaginative travellers of the time.



Your journey to Damascus begins now, although you can test the strength and weight of your new Assassin's Short Sword in the courtyard below. The damage is heavier and the strikes are quicker. When you're ready, locate a horse and Gallop into the Kingdom one more time.



Note
information.

Remember that all your optional tasks are still available to you. Consult the Tour of the Holy Land chapter for further

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The Road to Damascus \ Kingdom

"To recognize that nothing is true and everything is permitted. That laws arise not from divinity, but reason. I understand now that our Creed does not command us to be free."

—Altair Ibn La-Ahad

Progression

Memory Strand \ Exoteric \ The Road to Damascus

Memory Strand \ Exoteric \ The Road to Damascus



As you progress through the Investigations, your route through the Kingdom becomes crowded with larger and larger Guard Patrols. At times you can see nine men walking the road, looking for you. Gallop past them all, slowing down to maneuver around Guard Posts that block your way, or spend some time honing your combat skills if you wish. Follow the usual route all the way to Damascus.



Jubair Al Hakim \ Damascus



"Is it not ancient scrolls that inspire the Crusaders? That fill Salah al-Din and his men with a sense of righteous fury? Their texts endanger others. Bring death in their wake. I too was making a small sacrifice!"

—Jubair Al Hakim

Overview \ Jubair Al Hakim: Chief Scholar of Damascus

Known locally as The Illuminated, a band of scholars is currently locating all sources of knowledge—whether they are manuscript, parchment, or bound tomes—and burning them to quell a difference in thinking. Your task is to halt this horrific practice, but locating Jubair won't be easy. He's in one of six different courtyard gardens where his minions are creating bonfires from centuries of literature. Once you figure out where he goes after his class is over, the assassination can begin.

Progression

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- Memory Strand 06 \ Pickpocket
- Memory Strand 07 \ Assassin's Bureau Return
- Memory Strand 08 \ Assassination \ Jubair Al Hakim
- Memory Strand \ Optional 01 \ Scale View Point: 07 to complete
- Memory Strand \ Optional 02 \ Save Citizens: 08 to complete
- Vigilantes (08)



Note Memory Strands 01–06 can be completed in any order, and at any time
Memory Strands: Optional 01 and 02 can be completed in any order, and at any time.

Memory Strand 07 can be completed after any three of Strands 01–06 are completed.

Memory Strand 08 can be completed after Memory Strand 07 is completed.

Memory Strand \ Exoteric \ Entering Damascus One More Time



Move down from the breathtaking vista to the market outside the main gate, and disembark from your steed. There are a few additional Guards to worry about, but otherwise you can enter the Poor District in your favored manner: murmuring prayer with the **Scholars**, jumping the beams in a **Free-step**, or attacking the **Guard Post**.



Note After negotiating the gate, you are back in the Poor District of Damascus. You can now explore the entire city, including all your old haunts and favorite View Points. At some point, scale a View Point to see all View Point locations in the Middle District. When you're done, move to the Assassin's Bureau.





Damascus Investigations \ Overview

You have complete freedom to do as you like, although the following list should help plan your Investigations here:

1. Visit the **Assassin's Bureau**.
2. Locate the nearest **Middle District View Point**.
- 3a. Choose any **Memory Strand Investigations** (and, optionally, **Save Citizen Investigations**) that appear, complete them, then move to the next **View Point**. Or,
- 3b. Continue to locate additional **View Points**, moving around the Middle District in the order shown on the map, and scaling all the **View Points**, so that the map is fully visible. Or,
- 3c. Climb **every other View Point** (where applicable), so the Memory Map is visible, but in less time.
4. Visit the **Assassin's Bureau** (if you haven't already).
5. Complete any remaining **Save Citizen Investigations** that you wish.
6. Complete all the remaining **Memory Strand Investigations** that you wish. Three Investigations are needed to access Memory Strand 08 \ Assassination.
7. Return to the **Assassin's Bureau** for your Assassination Target briefing.
8. Prepare the **immediate area around** the Assassination Target, if necessary.
9. Complete the **Memory Strand 08 \ Assassination**.



Note

Remember, there are hundreds of additional explorations to undertake in Damascus:

- * Free-stepping, Leaping about buildings and scenery, and other exercises.
- * Learning how to react in crowded areas.
- * Fighting with Saracens, who guard this area.
- * Locating the Damascus Middle District's 33 Flags (and the 100 Flags throughout Damascus).
- * Reaching all seven View Points.
- * Challenging Templars to a duel.
- * Avoiding or Grabbing and Throwing Trouble Makers.
- * Tackling through crowds.
- * Tossing Throwing Knives at foes on rooftops, or from rooftops.
- * Pickpocketing Throwing Knives from Courageous Citizens with knife belts.
- * Hanging and Dropping from buildings, and Grasping lower ledges instead of attempting Leaps of Faith.

Consult the Tour of the Holy Land chapter for further information.



Note

The threats you faced in Acre (rooftop enemies, Guard Patrols, Courageous Citizens, and Trouble Makers) are all here in Damascus to thwart your progress. Use the same tactics described earlier to defeat them.

Visiting the Assassin's Bureau



Note

It is advisable to begin your Investigations by talking to the Rafiq. Alternately, you can ignore this area, but you won't receive the handy hints he reveals about the places you should look.

As the Assassin's Bureau is on the way to the southern Middle District, it seems only fitting you should visit the Rafiq. As you're moving through the Poor District (ideally on the roofs), don't expect much resistance from Archers. Locate the shining dome, and descend through the roof opening.



The Rafiq, a pottery trader and Assassin, greets you with a big smile. Clues are to be found around a Guard Tower and an academy (or Madrasah) to the south, as well as the hospital to the east.



There are five angles from which to watch this conversation unfold.



Note

You can return to the Bureau for different discussions with the Rafiq. Make sure your next visit occurs when between three and six Memory Strand Investigations are complete.

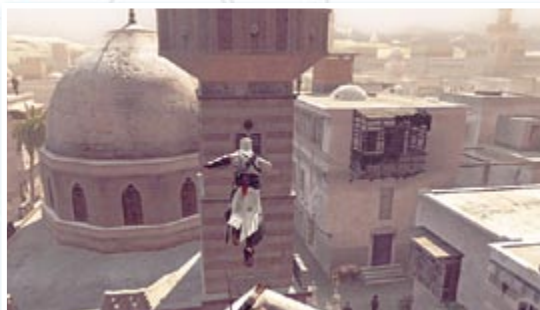
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Memory Strand \ Optional 01 \ Scale View Point \ 01-07

Note You can ignore these View Point climbs as all Investigations are still available (and you can see them on this guide's map). However, you cannot complete Memory Strand \ Optional 01 until you've visited all seven.

Tip As usual, spend time scaling minarets and other View Points at your discretion. Beware that all of View Points have Archers and Guards patrolling them; Throwing Knives are vital to your progress. Also be sure you watch the boundary between the Middle and (mainly) Poor District so you don't waste time scaling View Points in the wrong area!

View Point 01 is a domed minaret attached to the Mosque that's visible from the Assassin's Bureau. Getting to the top requires you to maneuver around to the western side, downing Archers with Throwing Knives. Leap from this building for a quick scaling opportunity.



Clamber to the zenith of the minaret and Synchronize. The view you receive is excellent: you can see all six additional View Points easily, including the Guard Tower that's south of you. Head there next.



View Point 02 is the Guard Tower the Rafiq informed you of earlier, almost directly south of View Point 01. Stay on the roofs, slaying Archers with Throwing Knives, and Leap to the lip on the base of the tower's cylindrical section. Shimmy around to the north side and climb the handholds there.

At the top, two Guards wait to spot you. Hop over and slay them using your preferred killing equipment. Sitting on your haunches and quickly lobbing a couple of Throwing Knives is a quick method of foe disposal. The view from here is also excellent, allowing you to see almost every major building in the District.



View Point 03 is a spired minaret offering views of Jubair Al Hakim's Madrasah, a large Mosque to the east, and the nearby perimeter wall.



View Point 04 is a domed minaret attached to Jubair Al Hakim's Madrasah, and has a number of Archers patrolling the base of it and the roofs. It offers panoramic views of the entire District, not to mention the Poor District's Souk.



View Point 05 is south of the Madrasah, but offers excellent views of both this and the Mosque it is between. This is a spired minaret.



View Point 06 is a larger and more ornate spired minaret. It is a freestanding building in the gardens of the large Mosque that's in the eastern part of the District.



View Point 07 is a dome in the southeast corner of the hospital that is enclosed on two sides by the exterior wall. The optimal place to Jump to (after you spend some time dropping Archers from the roof parapets using Throwing Knives) is the northwestern corner. Use the nearby rooftop to make the Leap.



There may be one or two additional Guards to worry about as you move around the parapet and clamber over the dome in the middle to the corner dome. This corner dome offers a look back on the View Points you previously scaled.

Once you scale all seven View Points, the following information is revealed:

Memory Log "All View Points scaled in Damascus Middle District."

Memory Strand Optional 02 \ Save Citizens \ 01-08



There are eight Save Citizen Investigations in the Middle District, and not one of them involves a Scholar—only women must be saved from the clutches of the Damascus city Guards. After fraught slaughter where your combat skills are tested like never before (try using your new **Short Sword** and the advanced Countering you've been taught), speak to the women and receive Vigilantes.

Caution Almost every one of these Investigations involves reinforcements, and the total number of Guards you must dispatch can sometimes total over a dozen.

Tip Remember that you can Target and start the Save Citizen Investigation from a roof, lobbing Throwing Knives before finishing the rest of the foes in sword combat.

Tip As there are many more Guards than in previous Investigations, it is recommended you complete all these Save Citizens Investigations. You should also scout the area for Hay Carts, as well as Benches inside buildings that are easily run to but not easily spotted, as this can help throw off pursuers during the completion of this Memory Strand.

Note The Memory Map icon changes from a Save Citizen to Vigilantes. Vigilantes also appear in the general area of the new icon.

The following information is imparted:

Memory Log "All Citizens were saved within the Middle District of Damascus."

Memory Strand \ Exoteric \ Scholars

Although there are no Scholars that need rescuing, there are still prayer groups you can Blend into to escape the increasingly vicious city Guard. One of these groups is located by the **Mosque Academy**, near View Point 01. They move counter-clockwise around the building—a useful hiding spot. Look for other Scholars throughout the District.



Other key areas to find Scholars deep in prayer are the **Madrasah** grounds (View Point 06, the large Mosque with the freestanding minaret) and the **alleyways** near the Poor District. As these areas have numerous Guards, viewing the area while moving (and without the possibility of being discovered) is a bonus.



Note There are other Scholars scattered throughout the District that can simply be used to Blend and hide from pursuers.

Tip Remember, you only need complete three of the following six Memory Strand Investigations before returning to the Assassin's Bureau to access Memory Strand 08 \ Assassination.

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This District is also referred to (usually by those you're listening to) as the "Academic District."



Memory Strand 01 \ Pickpocket



At the start of an alleyway leading away from the **Guard Tower (View Point 01)** are two academics speaking about a stolen document.

The first academic refuses to join what appears to be an underground movement to usurp Jubair Al Hakim. After they finish, Target the academic with the pouch and follow him, carefully avoiding the **Guard Patrol** by giving them a wide berth. Steal the document.



Memory Log View Attachment: The following Attachment has become available:
Master:

We are close now. Soon the entire city will be purged. Every day more are illuminated and come over to our cause.

Should you have further orders, send them to the Madrasah Al-Kallasah. It is here that I now reside, surrounded by my most loyal men. I suspect the Assassin comes for me, as he has the others. I do not fear death at his hands. Only let him wait until our work is finished.

I will continue to keep you informed of my progress.

May the Father of Understanding Guide You.

~J

The document makes for some interesting light reading:



Memory Log "Jubair seems obsessed with destroying every written work in the city. And every day he seems to gather more and more people to his cause. They join him within the Madrasah Al-Kallasah. This is where he can be found, surrounded by his most loyal men."

Memory Strand 02 \ Eavesdropping

The hospital in the southeastern corner of the District, where every Beggar this side of the Red Sea seems to be waiting for help, is your next port of call. The maneuvering here can involve one of two plans:



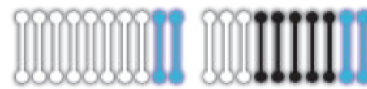
01. Ground-level Infiltration: This takes some patience and skill. Any shoving, moving too close to a Guard or Guard Patrol, running, or other odd activity results in you being spotted and attacked by Guards. **Very slowly and carefully** make your way through the doorway at the front of the hospital, backing up if the Guard Patrol is headed your way, and sneak inside without putting your hands on any Beggars.



02. Rooftop Descent: A more action-packed infiltration occurs if you move along the rooftops and toss Throwing Knives at the four Archers guarding the parapets. Jump across (as if you're about to scale **View Point 07**, the dome at the corner of this structure), carefully hang and Drop down to the inside roof, then descend down the Socially Acceptable ladder.



Sit at either of the two Benches and listen to two students speaking; one is coaxing the other into joining Jubair's prayer group. The first student is eager, and they agree to meet.



The religious students reveal the following information:

Memory Log "Jubair holds daily meetings within the Madrasah, to speak with his students. The students then take to the streets, carrying the message of their master. One of these meetings is about to begin. I think I will attend...."

Memory Strand 03 \ Interrogation

Note The rules of Jubair are shouted from the steps of his Madrasah by a Despot, enabling you to easily locate the orator.



Move to the front of Jubair's Madrasah, where you find a Despot shouting orders to the populace. He is flanked by Guards along the main path to the front door. As long as you're Anonymous, you can stand and listen.



After the Despot has given his speech, he heads down the steps, around the building, and into a nearby alley. As soon as he enters this alley, and there are no nearby Guards, begin your **Punching**. He eventually yields.

Unafraid, even when you automatically stab him, the Despot reveals this:

Memory Log "Jubair's scholars are fanatics. They walk the streets, calling out to the citizens, demanding their books and parchments so that they might be burned. They believe that destroying all knowledge of the past will somehow allow for a better future. But better for who?"

Memory Strand 04 \ Informer



Investigation Type: Assassination

Number of Targets: 5

Time Limit: 05:00:00

To the north of this area, near the border with the Poor District, is an alleyway, a small fountain, and a market stall. Avoid the Guards and Beggars, and locate the Informer standing at a doorway. He has a difficult request: five soldiers must be slain for the information he can provide. The order in which you tackle them is important because there's a foe to defeat on the roof, too.



After speaking with the Informer, turn around and move to the right, heading southeast to the end of the alleyway and the ornate entrance courtyard to the Madrasah. The first Soldier is patrolling the side alley and should be easy to spot. Stealth Assassinate him after you pass a Guard but before you're pushed by the Trouble Makers in the alley.



As soon as the first assassination has been completed, run (don't Sprint) back around the front of the Madrasah to the courtyard where the line of Guards (and orator) are located. Move to the wider street on the opposite side of the Madrasah, and bring your Hidden Blade out to slay the second Soldier here.

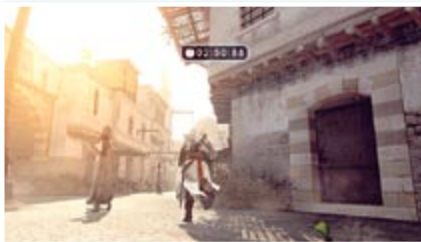
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The third Soldier is easy to tackle, provided that you immediately move to the rear of the Madrasah, then head west and north to locate this small alley (shown) in the northwest corner. Avoid the Trouble Maker, then wait for the Bench. Slay him with a Stealth Assassination before he turns around.

the soldier to march past you into the dead-end area with the Guards. Slay him with a Stealth Assassination before he turns around.

Head back into the alley and head north, down the steps with the arch and two Guards at the bottom, to a lower east-west street. The fourth Soldier is likely to move past you and up the steps you just descended. Slay him as he reaches the top, so the Guards don't see you, then quickly head down to the alley before the body hits the cobblestones.



Move eastward along this lower alley, passing an orator and a group of citizens, until you reach this slight corner (picture 1). Stop here and climb the building to your right, avoiding the overhang, until you reach the top (picture 2), where the final Guard is pacing about. Move onto the roof as he passes you, approach from behind, and Stealth Assassinate him. You're seconds away from the Informer, who is in the fountain courtyard on the other side of this building. Navigate to and chat with him to complete the Investigation.

The map seems to show areas already cleansed of books. You also ponder the following:

Memory Log "I've found a map where Scholars are planning to burn books and other sources of knowledge. Should Jubair escape me, he will probably travel to one of these locations for aid."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**:



Memory Strand 05 \ Informer



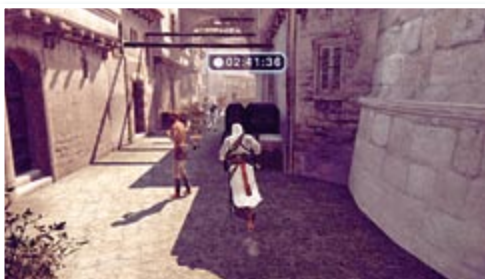
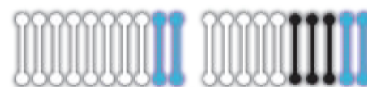
Investigation Type: Assassination
Number of Targets: 3
Time Limit: 03:00:00



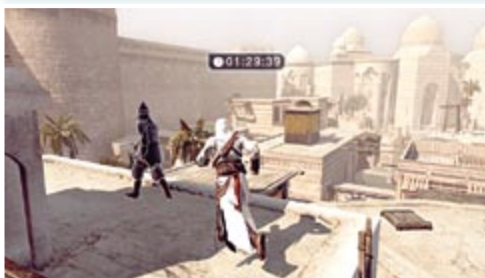
Move to the southwestern edge of the District, near the city gates, to locate this Informer. He has three Saracens for you to Stealth Assassinate, and two are at ground level in this heavily guarded area.



The first Saracen is moving around the southern edge of the courtyard's central obelisk. Run around to meet him, check that there are no Guards wandering the area, and slay him.



Approach the second Saracen in the alley to the east. Turn and head in this direction, avoiding the Trouble Maker and the two chatting Guards at the alley entrance. Slay the second Saracen and move back into the courtyard.



From here, move in a northwesterly direction across the courtyard to this ladder (picture 1). It is on the right-hand building in the corner of the main thoroughfare. Climb to the top—the final Saracen can be spotted patrolling the roofs. Follow him around (picture 2), and then attack him from behind. Descend the roof via the ladder to avoid startling Guards, and report back to the Informer.

From the Informer's conversation, you discover another place Jubair has visited. You also learn the following:

Memory Log "Jubair is known to wear rich, golden robes and carries with him a large pouch. From the other Scholars I've seen in Damascus, not many fit this description, making Jubair quite uniquely dressed."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**:



Memory Strand 06 \ Pickpocket

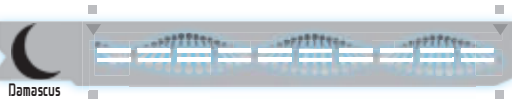
The last Investigation before you're forced to return to the Rafiq is located in the gardens of the largest Mosque in the central part of the District. Use Scholars you find wandering the thoroughfares,

or simply (but carefully) walk through the main entrance. **Trouble Makers** are in this area and can easily push you into a Guard, giving your position away. If this keeps happening, Leap the wall or approach from a building instead.



Locate the two academics at the corner of the Mosque. Slowly follow the courier out of the gardens, then **Pickpocket** the information from him in the street.

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From the information imparted, you learn the following:

Memory Log "Jubair's students have uncovered where Jubair's wife hid some books which are meant to be destroyed. The students suspect their master would want to personally burn these documents. The location of this particular burning is within a small park."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



The Courier's letter reads as follows:

Memory Log
Master Jubair:

I fear your suspicions have been borne true. We followed her as you asked us to, and discovered that she's kept the books. We would have taken them ourselves, but felt it best that you attend to it personally. She is your wife, after all.

Below is a map that will lead you to her hiding place. It is a small garden, empty save for a sundial and Bench.

I am sorry it has come to this. It cannot be easy, but I am certain you will do what is right.

Your Brother Always,
Hakim

Memory Strand 07 \ Assassin's Bureau Return



When three to six of the initial Investigations are complete, move back to the Bureau, using Throwing Knives to silence any Archers. Meet with the pottery-obsessed Rafiq and share what you know. You tell of Jubair's obsession with purging the city of knowledge, using Scholars to assist him, and the Madrasah

where this takes place. He gives you a feather and time to prepare.

Eye There are **five angles** from which to watch this conversation unfold.

You spend a moment lost in thought:

Memory Log "Jubair has declared that every text in Damascus must be destroyed. He says the pages harbor only lies and their words corrupt men's minds. He preaches this to his students, and they support him without question. They meet each day inside the Madrasah Al-Kallasah. Another of these gatherings is about to occur. I will attend as well. Not to listen to his madness, but to end it."

Memory Strand 08 \ Assassination \ Jubair Al Hakim

Assassination Preparation

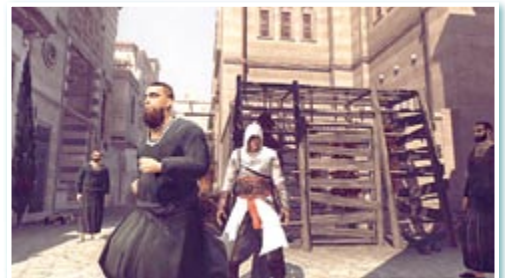
Tip Unlike most Assassination Targets, you can locate Jubair after speaking with the Rafiq and completing Memory Strand 07. This is because Jubair is initially seen in the Madrasah before the action moves to one of six other locations. Try preparation tactics before you scale the Madrasah roof.

Note The maps you procured throughout this series of Investigations should show you one of six small garden courtyards scattered across the Middle District. You should also be able to figure out where Jubair's wife's books will be burned from this knowledge, and can thus prepare an entrance and exit route:



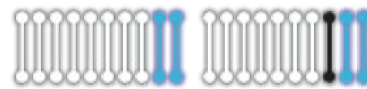
01. Learn Where to Leap and Land: There is only one possible garden courtyard (described, and not crossed off your maps) and it is the one farthest east. The alleyways surrounding this area are narrow, and there are Archers on the roofs. However, the alleyway and main pathway (shown) both have **Free-step** beams you can practice moving along. Try a few dry runs.

Tip You can even mark a route to the Guard Tower should Jubair escape during the assassination attempt. You can also slay the Archers surrounding this area before you start the assassination.



02. Summon Vigilantes: These henchmen are dotted throughout the District after you complete Save Citizen Investigations. The woman in need of help (in the southeastern area, just south of **View Point 07**, behind the large Mosque) should be singled out since she is nearest to Jubair's assassination location. Be sure to have some help on hand, should you need it. In addition, release Vigilantes between this area and the **Guard Tower (View Point 02)** to the west.





03. Picking a Pocket or Three: Jubair cannot be struck down with a Throwing Knife, but the Archers on the rooftops and the Guards that block your path if you end up chasing Jubair all fall to this weapon. Stock up by locating and stealing five Throwing Knives from any **Courageous Citizen** roaming the many alleyways in this part of the city.

The Assassination Begins



Jubair Al Hakim appears in two areas; the first is inside his **Madrasah**, in the center of the District. All the doors on the ground floor are locked, so the infiltration route is strictly via the rooftops. Move onto the nearby roofs, making sure you bring enough Throwing Knives to deal with six or seven Archers before they raise the alarm. Then Leap toward the flag of Damascus near the minaret (**View Point 04**). Walk down the steps to the ornate archways (picture 2), following the route down and around to the left until you reach a balcony overlooking a burning pile of manuscripts. Jubair and a student are speaking in raised voices.

His students continue tossing books onto the bonfire before they leave the Madrasah. "Your orders are simple enough: Go out into the city. Collect any remaining writings and add them to the piles in the streets. When you're done we'll send a cart to collect them—that they may be destroyed!"



There are **five glitches** that change your perspective:

As Jubair and the academic begin their argument.

After Jubair explains that the books are pieces of paper covered in lies.

As the academic attempts to reason another time.

Just prior to Jubair pushing the academic onto the fire (pictured)

As Jubair orders his students to continue the burning at various points throughout the District.



The Assassination Continues



Caution

You cannot execute Jubair from inside the Madrasah. Instead, you must search the six different garden and courtyard areas shown on the map (or just one if you've figured out the location).

01. The Burning

Question: Begin your search throughout the six different locations marked on the map.

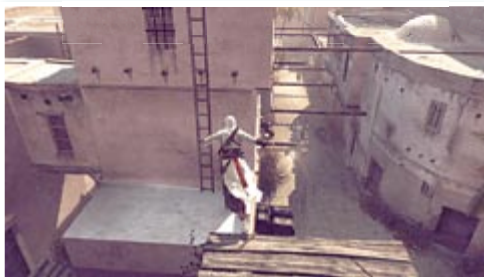
If you haven't figured out where Jubair is (see point 02 to come), the five other locales look very similar to this place:

a pile of smoldering

books and usually a few Guards roaming the area. Ignore the areas where Jubair is absent—they do not help you.



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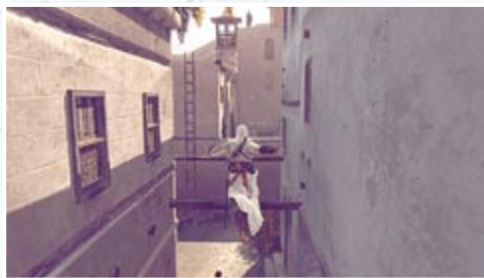


02. Eastern Promise: Instead, stay on the rooftops and move eastward, dropping Archers as you go, until you reach this area just west of the Target's location. Drop down to the lower rooftop near the ladder, and choose one of two routes:



Your mind is cast into the Memory Corridor, where Jubair feebly asks you why you've done this. You wipe blood onto your feather.

03. Above Trouble Maker Alley: Move around and begin a **Free-step** along the beams spanning the narrow alley just north of the larger pathway (as shown). Alternately, you can use the beams of the main pathway, taking care not to Drop to the ground near the small gardens, using the route shown in 01. **Learn Where to Leap and Land.**



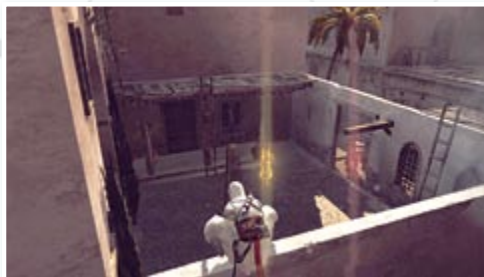
There are **five glitches** that change your perspective. They are able to be seen during Jubair's disquieting quietus, but the Scholar is full of vim and vigor.



The Assassination Ends

The Assassination can end in one of two ways:

01. A Deadly Blade: The preferred method of assassinating Jubair is to land on the side wall, so you aren't seen, and quickly Drop down to the corner of the garden courtyard. Move around the rear of the obelisk, so that Jubair's back is to you, and then simply Target him and slam the Hidden Blade into his neck. He quickly yields.



Return to the Assassin's Bureau



Escaping after the assassination requires a small amount of preplanning. You should backtrack using the same beams you did to reach this point—either along the narrow alley with the Trouble Makers below, or back along the larger pathway (as shown). If you're being chased, run to the areas where Vigilantes lurk to slow your pursuers, then find a hiding spot as usual. Carefully work your way back to the Rafiq.

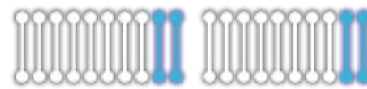


02. A Death Delayed: If you reach the ground and the crowd outside the courtyard sees you, or you push them, or Jubair catches you descending, he immediately flees west. You can try to follow him, Tackling through the crowds so you don't receive a push and roll over. As Jubair winds through the alleys,

he calls out to the Guards to help him, and they form a Guard Post. Instead of being unceremoniously pushed back (as shown), use the scenery steps to the left to avoid these obstacles.

Jubair eventually stops outside the Guard Tower (View Point 02) and summons more Guards. This battle is tricky, but employ the same tactics utilized if you let any previous Targets get away to a heavily defended area: aim for the Target with your strikes, and utilize your newly learned combat techniques and Counters.





The Rafiq asks if you've met with success, and you produce the feather. Both Jubair's fires and life were extinguished, you report. Al Mualim must now be paid a visit.



There are **five angles** from which to watch this conversation unfold.

Your eighth (or seventh) assassination has you stopping and pondering the following:



Memory Log "Today's work weighs heavily on my mind. Jubair swore he wished only to protect the people from repeating the mistakes of their ancestors. A noble goal. Still, his methods were unacceptable. He could not be allowed to continue. To deprive people of so much knowledge.... He was not saving these people, but blinding them. But was killing him the only solution? I should return to Al Mualim with news of Jubair's death."



Note You can instantly fast-forward your memory to Masyaf, explore all of Damascus and the Kingdom, or quit the Animus. Your subsequent mission begins when you reach Al Mualim.



Note If you completed Sibrand \ Acre prior to this, your memory is returned to the Laboratory.

- 01 \ INTRODUCTION
- 02 \ TRAINING & MANEUVERS
- 03 \ CHARACTERS & ENEMIES
- 04 \ TOUR OF HOLY LAND
- 05 \ WALKTHROUGH**
 - Memory Block 1
 - Memory Block 2
 - Memory Block 3
 - Memory Block 4
 - Memory Block 5**
 - Abstergo Laboratory \ Day 5 \ Morning
 - Al Mualim's Briefing \ Masyaf
 - The Road to Acre \ Kingdom
 - Sibrand \ Acre
 - Acre Investigations \ Overview
 - Al Mualim's Briefing \ Masyaf
 - The Road to Damascus \ Kingdom
 - Jubair Al Hakim \ Damascus
 - Abstergo Laboratory \ Day 5 \ Evening
 - Memory Block 6
 - Memory Block 7
- 06 \ APPENDICES



Abstergo Laboratory \ Day 5 \ Evening

"No, Warren. Everything's Denver on my end."

—Lucy Stillman



You wake suddenly, back on the Animus slab. You aren't released, and manage to catch snippets of a conversation between Vidic and a strange man. Something about "...wherever it's hidden...time to retrieve it...". Vidic tells you he has work and gives you the night to yourself. Talk to Lucy; you complain that the Animus ejected you. She quickly tells you to shut up. Did she *want* you to hear Vidic's conversation?



Lucy begins to tell you exactly what the company is up to, but is interrupted by phone calls. You realize you're being used to find the Templar treasure known as the Fruit of Eden, an artifact recently destroyed in "the Denver incident." During these conversations, you

can Pickpocket Lucy's Digipen. Head to bed, but don't sleep. Instead, wait until Lucy retires for the evening, then use either of the Digipens you've acquired to check the following e-mails:

Abstergo Industries \ Laboratory \ E-mails \ Day 5

Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
2	Lucy Inbox	Classified Information	Administration	Sept 3, 9:13
2	Vidic Inbox	Daily Headlines	News Services	Sept 3, 13:44
2	Lucy Inbox	Re: Leila	Warren Vidic	Sept 3, 9:14
2	Lucy Inbox	Re: Your pen	Warren Vidic	Sept 3, 2:36
3	Lucy Inbox	Case File #1394 [Leila Marino]	Nancy Nilop	Sept 4, 11:54
3	Lucy Inbox	Re: Case File #1394 [Leila Marino]	Warren Vidic	Sept 4, 21:25
3	Vidic Deleted	I KNOW	UNKNOWN	Sept 4, 13:00
3	Vidic Inbox	Daily Headlines	News Services	Sept 4, 12:30
4	Lucy Outbox	Re: Case File #1394 [Leila Marino]	Alan Rikkin	Sept 5, 8:36
4	Vidic Inbox	Re: Case File #1394 [Leila Marino]	Alan Rikkin	Sept 5, 10:08
5 (new)	Lucy Deleted	??	UNKNOWN	Sept 6, 8:25
5 (new)	Vidic Inbox	False Alarm	Alan Rikkin	Sept 6, 18:36
5 (new)	Vidic Inbox	password	Security Documents Department	Sept 6, 17:13
5 (new)	Vidic Inbox	Daily Headlines	News Services	Sept 6, 12:30

When you're done reading, head to bed.



There are **three angles** from which to view your recovery from the Animus.



Memory Block 6

Spoiler Alert! The data contained in the following chapter has been deemed **Most Secret** by Abstergo Industries. The company accepts no responsibility for any adverse effects suffered after reading this section of the book.

Abstergo Laboratory \ Day 6 \ Morning

"Anyone can write a book. And they can put whatever they want on its pages. Used to be we thought the world was flat. Or that the moon landing was a hoax. I believe there's also a book, claims the world was created in seven days?"

—Dr. Warren Vidic



Dr. Vidic begins the morning in a more cheerful disposition than the night before. The conversation ends and you're ordered back onto the Animus. Next stop, twelfth-century Masyaf.



There are **five cameras** with which to view your bedroom movements.

Al Mualim's Briefing \ Masyaf

Progression

Memory Strand \ Exoteric \ Leave for the Kingdom

Assassin's Rank: 9 (Maximum)

Assassin's Sword (Enhanced II)

Synchronization Blocks: 13 (minimum)

Synchronization Blocks: 20 (maximum)

*"What do he and his followers want? A world in which all men are united. I do not despise his goal. I share it. But I take issue with the **means**. Peace is something to be learned. To be understood. To be embraced."*

—Al Mualim

Memory Strand \ Exoteric \ Leave for the Kingdom

Al Mualim beckons you in, telling you that "we are close." Robert de Sable is the only remaining Templar to defeat. There is talk that he is in Jerusalem. A final pigeon is released. The final piece of equipment (an improved sword) is given to you.



There are **five angles** from which to watch this conversation unfold.

Rank: Assassin 9 (Maximum)

You acquired the Assassin's Sword (Enhanced II)!

You acquired the second Knife Belt: Throwing Knife Total +5 to 15!

Synchronization Blocks Augmented to: 13 (minimum), 20 (maximum)



Your journey to seek out Robert de Sable begins with a trek to Jerusalem. You can optionally unsheathe your new sword inside the training courtyard—it offers greater damage than your previous long blade. When you're done, descend through Masyaf, choose a favored steed, and Gallop toward the Kingdom.



Note Remember that all your optional tasks are still available to you. Consult the Tour of the Holy Land chapter for further information.



Tip Hone your fighting talents here in the training courtyard, or during the trip through the Kingdom, as you are about to face dozens of adversaries. All require quick combo- and counter-heavy attacks to defeat.



The Road to Jerusalem \ Kingdom

"Robert de Sable is now all that stands between us and victory. It's his mouth that gives the orders. His hand pays the gold. With him dies the knowledge of the Templar treasure and any threat it might pose."

—Al Mualim

Progression

Memory Strand \ Exoteric \ The Road to Jerusalem

Memory Strand \ Exoteric \ Other Objectives

Memory Strand \ Exoteric \ The Road to Jerusalem



Remember that you have a choice of routes to Jerusalem (use the plans described earlier in this walkthrough to reach the city), and all feature additional Saracen and Crusader forces patrolling the dirt pathways. Be vigilant when maneuvering through these areas; only disembark if you're actively seeking a fight with 10 or more troops. Continue to the archways at the entrance to Jerusalem's outskirts.



Tip

As future combat relies on you being victorious against overwhelming forces, it may be wise to first test your combat skill on roving Guard Patrols in the Kingdom.

Robert de Sable \ Jerusalem

Memory Map \ Jerusalem \ Middle District \ Memory Block 6



"The bodies you've left behind—victims on both sides—you've made the Assassins an enemy in common and ensured the annihilation of your entire order. Well done!"

—Maria the Steward

Overview \ Robert de Sable: Prince of the Knights Templar

Your final visit to a Holy Land city involves both the usual and the unusual. There are View Points to clamber to the zenith of, hapless citizens to rescue from increasingly vicious and numerous Saracen Guards, and Investigations to undertake, all of which point to an influx of Crusader activity centered around David's Citadel in the southwest corner of the city. It is here, during a funeral service for Majd Addin, where you finally reach your man. At least, you think he's a man....





Jerusalem

Progression

Memory Strand 01 \ Eavesdropping
 Memory Strand 02 \ Pickpocket
 Memory Strand 03 \ Interrogation
 Memory Strand 04 \ Informer
 Memory Strand 05 \ Informer
 Memory Strand 06 \ Pickpocket
 Memory Strand 07 \ Assassin's Bureau Return
 Memory Strand 08 \ Assassination \ Robert de Sable
 Memory Strand \ Optional 01 \ Scale View Point: 06 to complete
 Memory Strand \ Optional 02 \ Save Citizen: 07 to complete
 Scholars (02)
 Vigilantes (05)



Note Memory Strand \ Exoteric can be completed prior to leaving Jerusalem.
 Memory Strands 01–06 can be completed in any order, and at any time.
 Memory Strands: Optional 01 and 02 can be completed in any order, and at any time.
 Memory Strand 07 can be completed after any four of Strands 01–06 are completed.
 Memory Strand 08 can be completed after Memory Strand 07 is completed.
 Memory Strand 09 can only be completed after Memory Strand 08 is completed.

Memory Strand \ Exoteric \ Entering Jerusalem One More Time



Trot over the hill and down into the perimeter of the city walls, figuring out the most proficient method of entering the city. It seems the **Scholar** in the graveyard to your left needs your help again, and this activates an additional

Other Objective (see the previous Memory Strand \ Exoteric). Alternately, you can climb the cart to your right, or the graveyard wall to your left, Leap onto the beams, and **Free-step** into town. Or, challenge the **Guards** at their Guard Post to test their mettle.



Note After heading through the gate, you are back in the Rich District of Jerusalem. Your previous explorations come flooding back, and you can revisit old haunts should you wish. You have the added benefit of Synchronization Blocks if you do.

Jerusalem Investigations \ Overview

Your skill with moving freely, but remembering the ever-present danger of the increased Guard security, should be further perfected here. All three Districts (Poor, Rich, and now Middle) can be maneuvered through, but the first two are optional. Don't attempt View Point scaling in the old areas if you're trying to achieve a new Memory Strand, for example! The order in which your Investigations should occur varies, but consider this the optimal order:

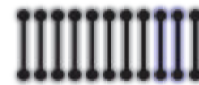
1. Move immediately to a **View Point in the Poor District** of Acre to reveal all nine View Points in the Middle District.
2. This activates Other Objectives under your DNA Synchronization bar.
3. Complete 15 previously witnessed optional Investigations and, optionally, 15 more.
4. Visit the **Assassin's Bureau**.
5. Locate the nearest **Middle District View Point**.
- 6a. Choose any **Memory Strand Investigations** (and, optionally, **Save Citizen Investigations**) that appear, complete them, then move to the next **View Point**. Or,
- 6b. Continue to locate additional **View Points**, moving around the Middle District in the order shown on the map, scaling all the **View Points**, so that the map is fully visible. Or,
- 6c. Climb **every other View Point** (where applicable), so the Memory Map is visible, but in less time.
7. Visit the **Assassin's Bureau** (if you haven't already).
8. Complete any remaining **Save Citizen Investigations** that you wish.
9. Complete all the remaining **Memory Strand Investigations** that you wish. Three Investigations are needed to access Memory Strand 08 \ Assassination.
10. Return to the **Assassin's Bureau** for your Assassination Target briefing.
11. Prepare the **immediate area** around the Assassination Target, if necessary.
12. Complete the **Memory Strand 08 \ Assassination**.
13. Witness a revelation, and ride to Arsuf Plains to complete your **assassination**.

Memory Strand \ Exoteric \ Other Objectives



Caution There are numerous threats to deal with in this District, including rooftop enemies, Guard Patrols, Courageous Citizens, and Trouble Makers. The Training chapter and previous walkthrough information should give you all the planning you need to interact with them.



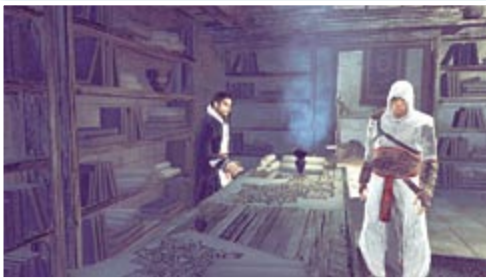


Visiting the Assassin's Bureau

Note Malik is the Rafiq of Jerusalem, and you are honor bound to meet up with him before you dart around the Middle District. Honor aside, you can ignore him and start Investigations without his knowledge.



Run between the rooftops and beams, locating the gleaming dome of the Bureau, and Drop down to greet **Malik A-Sayf** when the coast is clear. Malik smiles and laughs about fate. It seems Robert de Sable is in Jerusalem; Malik has seen Knights Templars himself.



Malik's tone is respectful for the first time: "Truly you are not the man I once knew." You're tasked with looking west of here, near a **Guard Tower** and a **Hospital**. Also check to the southwest, at the **Church of the Holy Sepulchre**.



There are **five angles** from which to watch this conversation unfold.

Note Remember, you can have additional conversations with Malik if you return here. However, your next mandatory visit takes place when between four and six Memory Strand Investigations are completed.

Memory Strand \ Optional 01 \ Scale View Point \ 01-07

Note These vistas can be ignored as the Investigations below them still occur. Your guide map shows them. However, this Memory Strand cannot be finished until you've visited the seven View Points. Think about attempting nearby Investigations near the points, or cover the area first and return later.

Caution All the View Points have numerous Archers and Guards patrolling them. Primarily use Throwing Knives to ensure you infiltrate with skill!

Tip Unless you're attempting Other Objectives, be sure you watch the boundaries between the Middle, Poor, and Rich Districts, so you don't waste time scaling View Points in the wrong area.



View Point 01 is a small steeple that is due west of the Bureau. There are a variety of rooftop gaps to negotiate before you reach it. Watch for a Templar if you approach from this direction, along with the usual rooftop Archers.



View Point 02 is the upper dome of the Hospital to the very north of this District. Getting to the top is troublesome thanks to a large number of Archers. Make your way slowly and don't miss any of the troops on lower rooftops; they may be obscured

by the angle of the rooftop you're currently on. Leap from this edge in the northwest area of buildings next to the perimeter wall. Alternately, climb from the ground using the scenery "steps."

Before you Leap, be sure to sharpen your Throwing Knives for a vicious series of takedowns along the parapets. Then Jump to the parapets and run counterclockwise around them, making sure you aren't spotted before the dome itself is climbed. The view allows you to see how this building is guarded, and the District stretching off to the south.



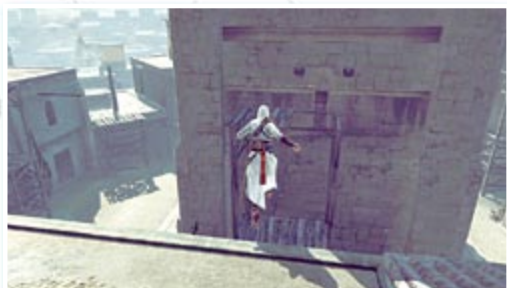


Jerusalem

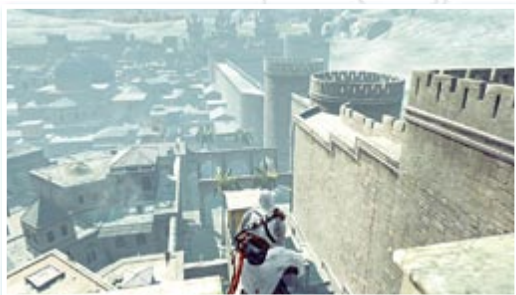
View Point 03 is the Guard Tower in the northwestern corner of this District. It is not this small steeple, which you may mistakenly think is a View Point. The steeple has no beam, and should only be used as a landmark as you traverse westward!



Move to the courtyard surrounding the Guard Tower (there is a second, slightly shorter tower behind it). Run around to the right side (if you're approaching heading west) and locate the rooftop Hay Stack. Turn left (south) and Leap to the wooden scaffolding along the tower's northern side.



Climb to the top and produce your Hidden Blade to finish off three Archers guarding this vantage point. When they are defeated, Synchronize and check out the vista. It shows the entire western wall of Jerusalem, all the way to David's Citadel at the far end.



Note This Leap of Faith from this beam is impressively long. Be sure to try it!



View Point 04 is a small steeple that's southeast of View Point 03. It offers an excellent view of the ruined tower of the **Church of the Holy Sepulchre** (View Point 06). This steeple is very well guarded.



View Point 05 is the beam on the Chapel's golden dome. Getting to the Chapel roof is difficult, but Leaping from the higher building at the rear of the Chapel (as shown) allows easy access. Note that there are Guards and a Pickpocket Investigation (**Memory Strand 06**) right below the dome beam.



View Point 06 is the peak of the ruined tower atop the **Church of the Holy Sepulchre**, and is easily reached if you head west, dropping Archers with Throwing Knives, and Leap the thoroughfare onto the building itself.



Take moderate care climbing and maneuvering around the domes, as a couple of Guards are patrolling up here. Leap to the ruined tower and Synchronize. You're offered the best all-around view of the District from here.



View Point 07 is a small steeple overlooking a large, walled courtyard in David's Citadel, with stairs up to a secondary courtyard and the Citadel towers (which cannot be climbed) beyond. It is recommended you study this area for **Memory Strand 08**.

Once you scale all seven View Points, you receive this information:



Memory Log "All View Points scaled in Jerusalem Middle District."





Memory Strand Optional 02 \ Save Citizen \ 01-02 of 06



Scholar 01: With only six Save Citizen Investigations to undertake in this District, you might suspect they would be straightforward. On the contrary, prepare for a long and protracted fight thanks to the additional Guard Patrols roaming the city. Two of the Save Citizen Investigations involve saving a Scholar. One of them is below the **Hospital** (View Point 02) and, as expected, there are well over a dozen Guards that join the ruckus.



When the fight is finally over, return to the Scholar so he summons his brethren, then stroll away from the carnage (or hide in the Hay Cart). The prayer group takes you up the steps of the nearby Hospital. This help is useful, as the Hospital is well guarded and there is a **Pickpocket Memory Strand** inside.



Scholar 02: The second Scholar in need of your help is to the northwest, just south of the Guard Tower (View Point 03). The alleyway is tight and the battle is frantic, but it doesn't feature nearly as many reinforcements. However, there is a waiting **Templar** in a nearby corner that can manhandle you; be sure to challenge him before you speak to the Scholar.

After the Scholars are summoned, travel with them as they descend the steps, moving into a large courtyard near the western gate.



(They almost run into another four Scholars moving in their own prayer group!) You head up the stone steps by the **Guard Post** (as shown), into the Guard Tower courtyard above. This is handy if you wish to attempt the **Eavesdropping Investigation** and are having trouble reaching it.



There are at least two additional prayer groups that are already chanting their way through thoroughfares across this District. They are near the western gate (near the Scholars you summon) and in the thoroughfare to the north of the **David's Citadel** entrance (shown in the background of this picture). Simply use them as moving hiding spots.



The Scholars south of the Guard Tower can be utilized in **Memory Strand 01 \ Eavesdropping**. The Scholars by the Hospital can be utilized in **Memory Strand 02 \ Pickpocket**.

Memory Strand \ Optional 02 \ Save Citizen \ 03-06

For the other four **Save Citizen Investigations** in the Middle District, you are tasked with saving a female citizen, with the reward of **Vigilantes**. As always, be wary of fighting in these areas, and heed the following:



Almost every one of these Investigations involves reinforcements, and the total number of Guards you must dispatch can sometimes equal over a dozen.

You can **Target** and start the Save Citizen Investigation from a roof, lobbing **Throwing Knives** before finishing the rest of the foes in sword combat.

It is recommended that you complete all Save Citizen Investigations. You should also scout the area for hiding places such as Hay Carts, as well as Benches inside buildings that are easily run to.



Note The Memory Map icon changes from a Save Citizen Investigation to Vigilantes. Vigilantes also appear in the general area of the new icon.

The following information is imparted:

Memory Log "All Citizens were saved within the Middle District of Jerusalem."

Tip Remember, you must finish four of the next six Memory Strand Investigations before returning to the Assassin's Bureau to access Memory Strand 08 \ Assassination.

Note You may hear certain patrons of this area refer to the "Christian District," which is their way of referring the Middle District.

Memory Strand 01 \ Eavesdropping



Your first Investigation occurs in the narrow alleyways behind the Guard Tower (View Point 03). You can move here using a group of Scholars you rescued just to the south, or you can carefully make your way here alone. Use this alleyway to enter

a dimly lit courtyard where a group of three thieves are conversing. Sit on the Bench opposite them.



After the thieves have made plans to steal belongings during the ceremony, consult your Memory Log.

The information the thieves reveal is as follows:

Memory Log "Robert and his men walk the streets of Jerusalem finely dressed, bearing expensive gifts. They plan to attend a funeral. Were it anyone other than the monster Majd Addin being buried, I might have second thoughts. But as it is, it seems a most fitting time to take the Templar's life."

Memory Strand 02 \ Pickpocket

Your next Investigation takes place inside the Hospital. There are two preferred (and one lunatic) methods to secure a listening spot for the conversation and Pickpocket the Saracen:

01. Prior to Pickpocket:

Prayer for the Dying: This assumes you saved the Scholar in the exterior courtyard adjacent to the Hospital. Utilize the Scholars and move around to the Guard Post, maneuvering inside without having to fight these Guards. Remain Anonymous by gently shoving or moving around the Trouble Makers, then stand near the well to listen to the Saracen and Templar.

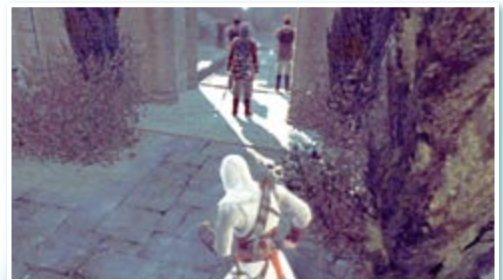


02. Prior to Pickpocket: On the Rooftops, Trying: This allows you to start the Pickpocket without having to free the Scholar. Ascend to the rooftops and quickly kill off all the Archers and Guards in the area. Then Leap atop the Hospital without drawing attention to yourself. The two Guards at the Guard Post must not hear you. Quickly Drop down to the interior roof and begin listening to the Pickpocket conversation from here. You do not need to stand on the ground and risk being shoved!

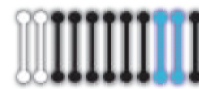
Note There is a third method of reaching this Pickpocket area, and it involves slaying the two Guards at the Post, dealing with the large number of reinforcements, then fleeing to a hiding spot before returning and stepping through the now-empty Hospital entrance. We don't recommend it.



The Pickpocket Conversation: A Templar is having a heated discussion with a Saracen. The Saracen does what is asked of him, heading off with a map.



03. After the Pickpocket: Grabbing on the Ground: This proves difficult, as there are Trouble Makers everywhere. Immediately maneuver behind the Saracen and steal his map prior to him leaving the Hospital. It is possible, but you must be quick. If he heads through the Guard Post, don't despair; break off from Targeting the Pickpocket and attempt the next plan instead.



04. After the Pickpocket: Ascent and Descent: Immediately climb up the interior wall of the Hospital (as shown). While the Saracen takes his time to stroll through the Guard Post, run along the parapet and Drop down the side of the Hospital where the Guard Post is. Simply wait for the Saracen to exit, Target him, avoid scaring the Beggars, and grab the purse at your leisure.

Memory Log View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination:**



The conversation has yielded yet more information:

Memory Log "Robert's men are working with the Jerusalem Guard to protect the cemetery during Majd Addin's funeral. Doubling the Guard would have posed a problem, but this map will give me an advantage. Knowing where the men are stationed, I can simply make sure I avoid them."

Memory Strand 03 \ Interrogation

Note The pleading to the crowds to embrace the Crusaders echoes around the Church courtyard and can be heard from nearby rooftops, making the location of this Investigation easy to find.

This Investigation is easy to locate, but difficult to complete. Find your way to the courtyard of the Church of the Holy Sepulchre,



avoiding the Beggars and the numerous Guards, and locate the Despot standing on a stepped stage overlooking the stone grounds. Be wary of a Guard Patrol that circles the opposite side of the courtyard; begin to listen to the speech just as it passes behind you.

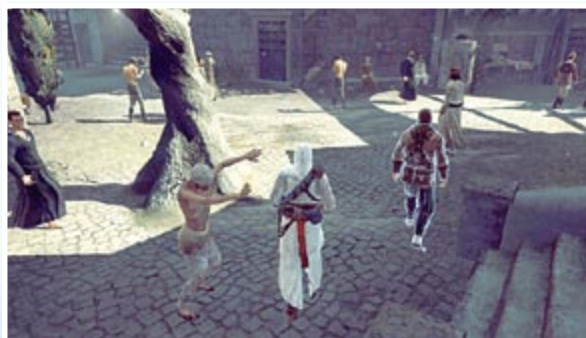


After preaching love and understanding, the Despot takes his leave and descends the right side of the steps. Begin to trail him.

Interrogation Alley
01: Follow the Despot down the alley off the courtyard. If you have the time, and the Guard Patrol that circles this area has already passed you, try beating up the Despot in the short and narrow alley between the courtyard and the thoroughfare. Focus on the Despot, and not on the Courageous Citizens that try to help. Punch quickly, before the Guard Patrol returns and you fail this task.



Tip A slightly crazier plan involves you challenging the Guard Patrol to a fight, slaughtering all Guards before becoming Anonymous, then beginning this task.



Despot's Route:
The Despot takes the following route, passing through the alleyway (where your first Punching opportunity arises), then onto the main street. He moves around this tree at the thoroughfare junction before heading left.

This area has numerous Crate Carriers and Trouble Makers, as well as Guards.



Tip If you're constantly being discovered while trailing the Despot, try one or more of the following:

Unlock the Target so the camera pans out, allowing you to see problems and still follow the Despot.

Avoid Crate Carriers and give the Trouble Makers a wide berth (or push if they won't strike other foes).

Do not brush up against, or come within a few feet of, any Guard.

Utilize Blend almost constantly, interspersed with short bursts of running when no one is near you, to catch up.

The Despot's route continues. He soon turns right (near Interrogation Alley 02) and walks up some stairs (which have Guards at close quarters, so take great care and Blend, but without a Guard Patrol running into the back of you). He stops at a nearby fountain, then heads right, down more steps, to the edge of the Church courtyard, where he begins his wandering again.



Interrogation Alley 02: The other recommended place to begin your Punching is between the two Benches. They are just after the junction with the tree, before the steps up to the right. There aren't usually any Guards here, and you can

direct the Despot into the alley between the Benches. Your only real concern is the Courageous Citizens, but concentrating on only beating the Despot results in him talking.

You tell the Despot his words are hollow, and reveal he is a Templar, which he doesn't deny. You automatically slay the man. Flee to a hiding spot afterward.

The last babbling words of a doomed Despot reveal this knowledge:



Memory Log "They say Robert wants peace, and seek to prove it by attending a Muslim funeral. But I know the truth. He does not seek peace, but control. Dominion over the land and its people. I will deny him this."



Memory Strand 04 \ Informer



Investigation Type: Assassination

Number of Targets: 5

Time Limit: 05:00:00



In the northeastern part of the District, along one of the east-west thoroughfares, is a tree with your Informer friend nearby. He is excessively gracious for your help, and so he should be: you have five Knights to slay in as many minutes. In addition to the time limit, the alleyways of this area are brimming with Suspicious Guards, making each Stealth Assassination fraught with danger.



Note

This is but one of the many routes you can take to slay all five Crusaders within the time limit.



Run west to the junction with the main north-south thoroughfare, near a Save Citizen opportunity. Wait (ignoring the Beggar) for your first victim to wander up the street and onto a secondary street to the east. Follow him until he stops at a stall in a wall, then execute him.



Run (don't Sprint) back to the north-south thoroughfare, then head south, making sure you are not seen by any of the Suspicious Guards. At the Y-shaped junction, your second Crusader can be seen heading left. As he inspects a walled market stall, Stealth Assassinate him. Leaping is not encouraged.

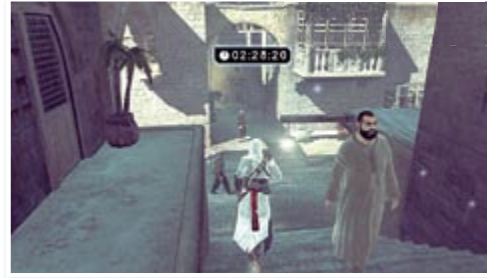


Continue down this stretch of the thoroughfare, and when you reach the corner of the courtyard of the Church of the Holy Sepulchre, turn left and head up the steps. Take extreme measures, including Blending and staying to the walls, to avoid Guards and a Patrol. Then, in the raised street area, look for your third victim. Bring him down along his patrol route when no other Guards are watching.



For victim number four, head northwest along the raised street. Blend again, staying away from the Informed Guard Patrol, and claim another victim with a simple Stealth Assassination from the front.

The final Crusader meets his end if you head down the steps leading to the main thoroughfare, then cross it into the



lower alleyway, move around the small stone wall, and face southwest. Pass the Courageous Citizens, and tackle the Crusader as he passes you. Afterward, turn and head north, then east, back to the junction where the citizen can be saved. The Informer is incredulous with impressed surprise, and reveals more information to you.

The Informer grants you additional knowledge, and an attachment showing collapsible structure locations:



Memory Log

"Robert's men are well prepared for battle. To fight them all at once would be unwise. Should I lose control of the situation, it's best I make a brief escape and return later to eliminate them one by one."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**.



Memory Strand 05 \ Informer



Locate a courtyard with a ceremonial obelisk in the middle, south of the western gate. Be sure to avoid contact with the Guard Patrol in this confined area. Your Informer friend requires some help dealing with two marauding Crusaders in this District. Time is short, and the Crusaders are patrolling on paths that are difficult to spot.

Investigation Type: Assassination

Number of Targets: 2

Time Limit: 03:00:00





Jerusalem

The first Crusader is prowling the roof of the Church of the Holy Sepulchre, directly above you. From the courtyard with the obelisk fountain, take the ladder up to a lower roof, then ascend a second ladder and wait for the Crusader to pass by. After he does, sneak around and behind him (as shown) for a quick Stealth Assassination.



The monk leaves with plans of where Robert should be standing, as well as the Archer presence at the funeral.

Interesting information is secured after this Investigation is over:



Memory Log "The Jerusalem Guard have set up the standing positions for the Christians during the procession, to better protect them in case the citizens take offense to their presence. This map displays exactly where everyone is standing, even Robert. Especially Robert."

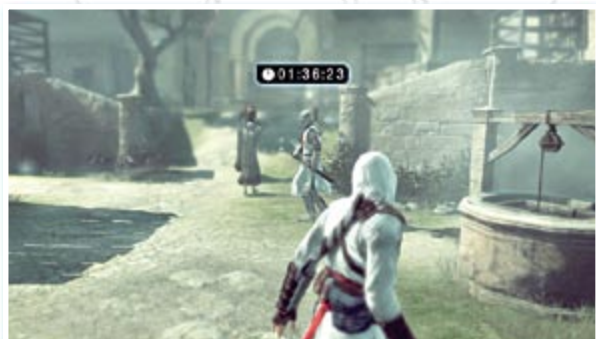
View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**.



Memory Strand 07 \ Assassin's Bureau Return



After four to six Investigations are complete, meet Malik at the Bureau one last time. You tell him of the Templars walking the city, and of the divided citizens. You plan to attend the funeral and confront Robert. You thank Malik and prepare for the funeral, taking the feather.



Find the second Crusader patrolling the north gate of David's Citadel entrance. Drop down from the Church roof and move along the main thoroughfare to this entrance, slaying the Knight as he wanders past the well (as shown). Return to

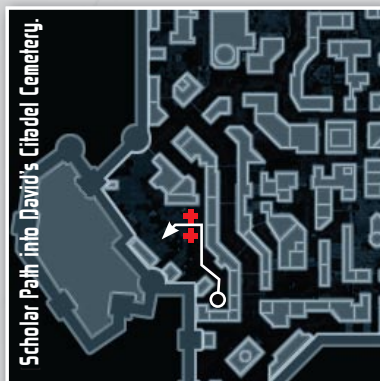
the Informer, who reveals additional information about the forthcoming funeral.

The Informer prompts this interesting aside:



Memory Log "Reaching Robert might prove difficult, given the number of Guards around. Were I to join a group of Scholars, I could make my way to him much more easily."

View Attachment: The following Attachment has become available, and aids you in **Memory Strand 08 \ Assassination**.



Memory Strand 06 \ Pickpocket



The eastern edge of the District, under the domed Church (View Point 05), is where you find your final Investigation. Beware of Guards, Trouble Makers, and even Courageous Citizens as you near a Templar monk and a Guard deep in conversation.

Listen in as you stand on the raised pavement to avoid being seen by Guard Patrols.





There are five angles from which to watch this conversation unfold.

Your time at the Bureau brings forth a thoughtful repose:



Memory Log "Robert de Sable and his men are in Jerusalem to attend Majd Addin's funeral. He says it is to promote peace between the Christians and the Muslims, but he has something else in mind. I shall strike him down during the procession and find out what he truly intends."

X Memory Strand 08 \ Assassination \ Robert de Sable

Assassination Preparation



Tip Make sure you have a good knowledge of David's Citadel cemetery before you visit Malik and complete Memory Strand 07. Try the following before your funeral infiltration begins.



01. Cemetery Exploration: Visit the cemetery at the base of David's Citadel. Spend some time moving around, looking for places you can escape to, climb, and locating the destructible scaffolding toward the northern end of the cemetery. A good overview of the place gives you an indication of where to complete your forthcoming fight.



02. Summon Vigilantes: The Save Citizen Investigation to the northeast of the Citadel entrance is another place to secure before you start your assassination, as you can rely on Vigilantes you help your escape if you find yourself overwhelmed once the funeral is over. Secure help before you begin, allowing you to flee back toward the Bureau.



Tip Be sure to fully stock up with (15) Throwing Knives before the assassination starts.

The Assassination Begins



01. Entering the Cemetery: Roof and Knife: The location of the roof Archers has been revealed in a previous Memory Strand (06), and you can

use this to your advantage by approaching the cemetery via the roof. Avoid the main Guard Post at the south entrance and the second Guard Post at the north entrance. Leap the roofs, but ensure you methodically drop the Guards with **Throwing Knives** so that reinforcements aren't called. Drop to a lower wall by the south gate, or head in from the north end of the cemetery to witness the burial.



02. Entering the Cemetery: Pious Contemplation: The location of a group of Scholars has been shown in Memory Strand 05. You can choose to Blend with their party, moving down the street and through the southern gate Guard

Post, to join the funeral in progress. Avoid the Trouble Makers and Beggars (as shown), locating the Scholars around this corner. Unfortunately, this doesn't get rid of the Archers on the roofs, especially in the north.

03. Entering the Cemetery: Running and the Railing: A quick way to enter the cemetery is to scale the buildings at the far southern end of the Citadel, running along planks and then Leaping onto the large railing. Drop down on the other side and watch the sober ceremony begin.



The Assassination Continues



You join the Imam standing behind the grave of Majd Addin as the congregation are deep in prayer. The Imam continues his eulogy. During the prayer, mourners murmur, and a group of Templars stand by the Imam's side.



After asking the crowd to reflect on Majd Addin's life, he leads the mourners in another prayer. Once the prayer has ended, one of the Templars, who you suspect to be Robert de Sable, leans over and whispers something to the Imam.

Additional Templars appear from a door to the left. The crowd scatters around you—you have been spotted!



There are **four glitches** that change your perspective:
 Just after the first prayer finishes.
 As the Imam speaks in English (pictured).
 Just before Robert de Sable speaks to the Imam.
 After the Templars appear, just prior to your discovery.



The Assassination Ends



01. Inside the Cemetery: There are two main methods to Assassinate the knight your suspect to be Robert de Sable. If you decide to fight by Majd Addin's grave, the number of Archers and the exposure to enemy forces make the battle almost

impossible; seek safer ground immediately! Turn and race to the north before you are caught and beaten in the gathering area.

This is the place to make a stand! You can keep your back to the wall, allowing less enemies to strike you, and use the nearby carts, wall, or tree to maneuver around and keep the fight in your favor. Also, if you followed the tactic of removing all the Archers on the rooftops to the north, you only need deal with the Templars, a few Saracens, and Robert de Sable himself. Who looks a little slender and grunts with a rather high-pitched voice....

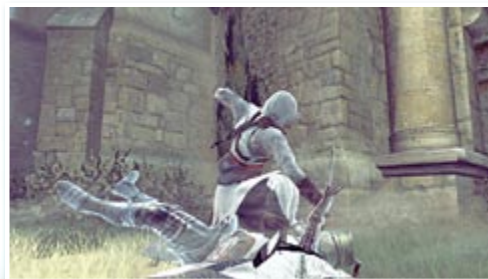


As the fight continues, remember what you learned about the wooden scaffolding that is against the walls in this area. Time your attacks so you Counter Grab, then swing the Templar into the scaffolding so it falls (as shown) and kills up to three foes with one collapse! Make sure you don't try to Grab constantly, or you're countered. Now whittle down the rest of the foes until Robert himself is yours to defeat.



02. Outside the Cemetery: A secondary plan, which is more chaotic but can sometimes be safer (although it usually takes a long time to defeat Robert), is to flee out of David's Citadel entirely. The only reasons to do this are to limit the number of Archers that can attack you, find a narrow area where you can slay foes one by one, and, if you wish to use Vigilantes, to waylay some enemies while you attack others.

Ave, Maria



When the Templars, Saracens, and anyone else you've taken a dislike to have been fiercely **Countered**, and you are facing only Robert de Sable, maneuver so that you Counter each attack, then attempt a **Counter Grab** and fling the knight onto his back. Quickly change to your Hidden Blade and leap upon him. The mastermind behind the New World Order is...



? Memory Strand 08 \ Assassination \ Supplemental \ Maria: Steward of Robert de Sable



...Maria—Robert's Steward—kept here to flummox and waylay you! "What sorcery is this?!" you cry, as Maria explains that Robert needed time to flee. You withdraw your blade and say, "You were not my Target. I will not take your life."



There are five glitches that change your perspective.

You can watch them as Maria

explains that your entire series of assassinations could ultimately cause the destruction of your ancestor's way of life!



Return to the Assassin's Bureau

There is no bloodied feather and no satisfaction. Robert de Sable is alive and more dangerous than ever! Return to the Bureau



(you can run after Maria as she flees, but she eventually loses you in the alleys). Malik tells you to quickly go to Al Mualim, but there is no time. Furthermore, you suspect him. You ask Malik to walk among the people who served the ones you slew to gather more information, then you ride for Arsuf Plains!



There are five angles from which to watch this conversation unfold.

Your ninth (attempted) assassination leaves you dismayed:



Memory Log "I've been deceived! Robert has long since left Jerusalem. Arsuf Plains is his destination—and so it will be mine as well. I only hope I will not be too late. If Robert succeeds in convincing Richard and Salah al-Din that we are the enemy, the Assassins will be destroyed. We cannot withstand the combined might of the Saracen and Crusader armies."



Note You must flee the city and ride to Arsuf Plains at once. You can continue to complete Other Objectives (and any other optional tasks of your choosing) prior to or during the journey.

Robert de Sable \ Arsuf



"The Master of lies. You and I just two more pawns in his grand game. And now...with my death, only you remain. Do you think he'll let you live—knowing what you do?"

—Robert de Sable

Progression

Memory Strand 09 \ Assassination \ in Arsuf

Memory Strand 09 \ Assassination \ In Arsuf

The Ride to Arsuf Plains



Ride from Jerusalem, checking your **Memory Map** to find the entrance to Arsuf Plains to the southwest, near the Crusader Encampment and entrance to Acre. The quickest method of reaching this area is to Gallop west along the southern route, until you reach the **Roman Ruins**. From here, you can choose to maneuver around the opposite side of the ruins, or continue up the road to the right.





The road to the right is quicker, but both routes lead you to the small **Crusader garrison** halfway down a hill. Approach from the Roman Ruins—you must negotiate some dotted trees, an outbuilding, and a Guard Post—until you rejoin the main road. If you chose the road to

the right, ride it up and over the hill, down the narrow trail, and around a Guard Patrol, then over the pointed wood fencing of the garrison barricade (as shown).

The two roads merge and continue down and around to the left, to a second small Crusader garrison at the southern end of **Crusader Gorge**. Keep to the left at the junction, and follow the road to Acre, as you have done many times before.



The entrance to the **Arsuf Plains** is just over the next small rise. Continue to Gallop, remaining on the left side of the trail, and turn left at the junction, avoiding a large Crusader Patrol and a few enemies dotted around the hillside. Ride along the narrow trail until you reach the entrance to **Arsuf Plains**.



Tip This is the last real opportunity to continue with your **Other Objectives**, riding to Acre and securing many of the **View Points** and **Save Citizen Investigations** so you have a larger **DNA Synchronization** bar for the furious battling to come.

01. The Battle of Arsuf Plains: Overview



Tip Be sure you are fully stocked up on **Throwing Knives** and are proficient in the more advancing combat techniques, such as **Counter Grabs** and **Counter Dodging**. Also make sure you have your timing down, knowing when to strike.

What follows are a series of fights against an increasingly large number of enemies as you fight to reach Robert de Sable. Each fight requires that you slay all foes. Use any or all of the following battle-tested tactics to ensure you are victorious:

On approach

Move slowly, so you are attacked by the smallest number of enemies at one time. Rushing down the trail simply allows more foes to spot you.

Target foes at range and lob **Throwing Knives** at each one as they close. You can defeat two foes easily before close combat begins.

Prepare for combat by choosing your preferred weapon. Your **Assassin's Sword** or **Assassin's Short Sword** are recommended, **Fists** are not.

During battle

Position yourself so no enemies are attacking from behind, as the timing on the **Counter Attacks** can prove tricky.

Remember your step, **Grab**, and attack techniques in **Low Profile**.

Remember your attack techniques include combos and **Strong Attacks**.

Remember your **Dodge**, **Counter Grab**, and **Counter Attack** techniques in **High Profile**.

Use these techniques depending on how your foes react, as detailed in this guide's **Training** chapter.

Be sure to follow up **Dodge** or **Grab** attacks (which usually result in you pushing your opponent away) with **Sword** attacks to finish a foe.

Mix up your styles to keep foes guessing, and attack when you see an opening.

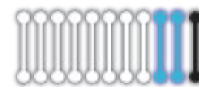
After battle

Stop and **Resynchronize** before continuing.

Optionally switch to your remaining **Throwing Knives**, walk to the next ambush, and begin the plan again.



Trot down the narrow trail with high, boulder-filled rock walls on either side of you, and unsheath your **Assassin's Sword** in preparation for the fighting to come. As you reach a vista point along the trail, carrion birds flap away from the rocks, and you peer down on hundreds of Crusaders marching into battle, yelling cries such as "Semper excelsius!" and "Cherche premièrement le royaume de Dieu!"



02. Red Mist at the Saracen Outpost



Head up through the natural archway and down to another vista point, where three **Saracen Archers** are firing on the Crusader troops below. You can slice them from horseback (as shown), chuck Throwing Knives at them (although these are best used later), or engage in close combat on foot. When all three are defeated, Resynchronize and move up the trail.



The trail stops abruptly at a high fence and wooden tower that your horse cannot negotiate. **Two Archers**, plus another **three** on the opposite side of the Tower, and **six Guards** are waiting to defeat you. Begin by using the small wooden defenses as cover. Then optionally lob a couple of Throwing Knives at the foes atop the tower. Coax them down so you can fight them on the ground, two or three at a time.



With only half a dozen or so foes left in this area, climb the wooden tower and check the trail beyond. Drop down (only fight atop the tower if one or two foes challenge you, as it is dangerous if you're thrown or pushed back and fall) and face the remaining stragglers on the ground. Now Resynchronize.

03. Bloodletting at the Archers' Archway

When you are fully Synchronized, run down the trail away from the wooden tower, and turn right to face a couple of **Archers** on the upper ledge, above and slightly left of you. Edge forward—a group of **eight Saracens** charges up the hill from an archway. Drop two with quick Throwing Knife lobbs, back up around the corner of the gorge so the Archers can't strike you, and begin fraught combat. Once the close attacks are over, run through the stone archway, ignoring the Archers or lobbing a Throwing Knife into each one.



04. Lament at Saracens' Vista



one of them with a Throwing Knife before they get too close. Quickly dispatch them before viewing the battle on the plains below and to your right. Be sure you're Synchronized before you push on.

Resynchronize and continue carefully down the hill, through the archway (disturbing carrion feasting on the fallen). Draw your Short Blade as you reach a rocky outcrop. **Four Saracens** jump down to engage you from here, and you can easily drop

05. Ambush of the Assassin

As you round the next slight right turn, there's a bluff above you where a group of **10 Saracens** jump down from the right. Another **four** descend from the left, and one from behind. Edge forward until the first wave appears, and retreat back up the trail to face them, avoiding the attacker from behind. Begin a lengthy and bloody battle, defeating both waves.



06. Slaughter of the Seven Saracens

The battle continues as you move down the trail toward another wooden tower at the bottom of a shallow hill. The gorge wall to your right is alive with **Saracens** dropping down to engage you at this turn. Back up, choose your favored weapon (the Sword should be favored over the Short Sword as you may be running low on Throwing Knives), and begin to carve up the foes. Resynchronize before you reach the wooden tower.



07. Little Mercy at the Crusader Camp



Climb to the top of the tower and watch **10 Crusaders** patrolling the area. Use the last of your Throwing Knives and drop as many as possible before rocks are thrown your way. Drop down for an engagement, ideally using your long Sword

to tear through the troops. Counters are effective here, so try them when you're facing down these formidable foes. Stay by the tower so you can face two more troops separately, aiding your Resynchronization. Then walk to the congregation of Crusaders, lead by King Richard himself.

08. The Templar Traitor is Revealed

Richard mistakes you for a Saracen, then glowers as you reveal you are an Assassin. You reveal he has a traitor among him, and that you've come to kill Robert de Sable, not the king.



Richard is conflicted, and Robert attempts to brush off your claims as he must ride to meet Salah al-Din. Richard holds him back, not sure who to believe. Richard turns to you both: "Let this be decided by combat. Surely God will side with the one whose cause is righteous!"



"So be it," says Robert, before shouting "to arms, Assassin!" A ring of Crusaders forms around you.

Nearby crusaders move in to form a ring around the combatants.

There are **three glitches** that change your perspective:



As you are addressed by King Richard (pictured).

Just before Robert removes his helmet.

As your words begin to sway Richard slightly.

09. Rampage in the Ring of Guards



You must now face 10 Crusader Guards before Robert deems you worthy to fight him. Begin by ensuring you're near any of the Memory Walls so you can focus on attacks from **180 degrees to your front**, and not threats from behind. Begin your rampage, bringing death and defeat to all of the troops, and mixing up your attacks depending on how your foes are reacting to you. When in doubt, wait to Counter!

10. The Death of Robert de Sable



After the tenth Crusader falls, Robert de Sable enters the fray to challenge you. He is very strong and accomplished with his blade. Combo attacks usually result in him blocking and then Countering quickly with a punch or sword pommel to your face, sending you sprawling. The trick is to use your long Sword and create a couple of Combo flurries so he jumps away and then back in again with a swing. It is at this point you should **Counter** (as shown), Punching him onto his back.



You can quickly switch to your **Hidden Blade** to finish the job, or (if you aren't quick enough, as you must immediately switch weapons) continue the fight using this technique again and again. Eventually Robert



weakens, and instead of knocking him back when you Counter his leap, you're able to skewer him with your swords. He crumples to the ground, and you can then automatically leap in with your Hidden Blade.



You appear in the Memory Corridor, clutching Robert's body. As Robert slips into unconsciousness, he leaves you with a final irony: "That I—your greatest enemy—kept you safe from harm. But now you've taken my life—and in the process, ended your own." Robert dies, and you stroke the feather in his blood.



There are **seven glitches** that change your perspective. They are all available throughout Robert's revelations, and he speaks as he would during a civil conversation, upright and gestulating.



11. The Lion and the Eagle



You return to the battlefield of Arsuf Plains. Richard addresses you: "Well fought, Assassin! It seems God favors your cause this day." You bid Richard the Lionheart farewell.



There are **two glitches** that change your perspective. They occur as you converse with Richard the Lionheart at dawn.



The Templar master gave his life, and gave up shocking revelations:



Memory Log "Al Mualim is the tenth Templar?! This cannot be! All these years I've looked to him for strength and guidance. His word has always been truth. And now I'm told it's all been a lie? No. Even in death Robert seeks to poison my mind. Or does he? I remember the careful way in which the Master avoided my questions—changed the subject when I dug too deep. Was it deference he sought to teach me? Or blind obedience? Willful ignorance of the truth. There is but one way to answer these questions: I must seek Al Mualim."



Abstergo Laboratory \ Day 6 \ Evening

"There aren't any Assassins left to come for you. We've been very busy this past year. Hunting down your little enclaves...your desert communes and whatnot. I'm afraid you're on your own."

—Dr. Warren Vidic

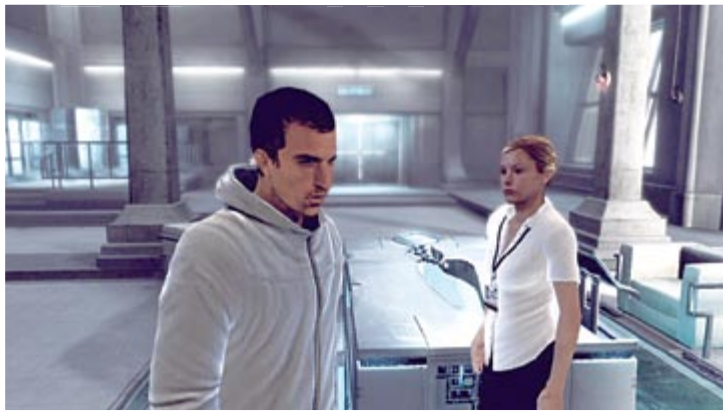


You are ejected from the Animus with a start. Vidic is shouting for you to get up. You can faintly hear the staccato beat of machine-gun fire, shouts, and screaming. "Seems your Assassin friends found us," Vidic remarks coolly. Vidic yells to Abstergo security for a situation update. Although they're under heavy fire, the security has it under control. Security radios in that the threat is neutralized. Lucy seems sad and in shock. Vidic explains that Abstergo has been hunting down remaining Assassin enclaves. "Tomorrow, we finish this!" he says, then leaves the laboratory.



There are **five cameras** with which to view the Animus events.





Speak to Lucy if you wish. She seems disheartened, but mentions your parents may have fled before Abstergo forces raided their desert compound. You begin to freak out, and she quickly changes her demeanor. "Just try and have a little faith." You realize **precisely** what she means. "Rest up, Desmond. You're going to need the energy." Retire to your room, but don't lie on the bed yet.

Return when no one is around and utilize the Digipens to log into the computer terminals for e-mail updates. Don't forget the laptop inside the conference room. You find the following e-mails that should interest you. When you've read enough, return to the bedroom and go to sleep.



Abstergo Industries \ Laboratory \ E-mails \ Day 6

Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
2	Lucy Inbox	Classified Information	Administration	Sept 3, 9:13
2	Vidic Inbox	Daily Headlines	News Services	Sept 3, 13:44
2	Lucy Inbox	Re: Leila	Warren Vidic	Sept 3, 9:14
2	Lucy Inbox	Re: Your pen	Warren Vidic	Sept 3, 2:36
3	Lucy Inbox	Case File #1394 [Leila Marino]	Nancy Nilop	Sept 4, 11:54
3	Lucy Inbox	Re: Case File #1394 [Leila Marino]	Warren Vidic	Sept 4, 21:25
3	Vidic Deleted	I KNOW	UNKNOWN	Sept 4, 13:00
3	Vidic Inbox	Daily Headlines	News Services	Sept 4, 12:30
4	Lucy Outbox	Re: Case File #1394 [Leila Marino]	Alan Rikkin	Sept 5, 8:36
4	Vidic Inbox	Re: Case File #1394 [Leila Marino]	Alan Rikkin	Sept 5, 10:08
5	Lucy Deleted	??	UNKNOWN	Sept 6, 8:25
5	Vidic Inbox	False Alarm	Alan Rikkin	Sept 6, 18:36
5	Vidic Inbox	password	Security Documents Department	Sept 6, 17:13
5	Vidic Inbox	Daily Headlines	News Services	Sept 6, 12:30
6 (new)	Vidic Inbox	Additional Subjects?	Alan Rikkin	Sept 7, 6:47
6 (new)	Lucy Outbox	Re: conf room door	Warren Vidic	Sept 7, 9:26
6 (new)	Vidic Inbox	Daily Headlines	News Services	Sept 7, 13:14
6 (new)	Conference Room	Analysis	Alan Rikkin	Sept 7, 8:00



Memory Block 7



Spoiler Alert!

The data contained in the following chapter has been deemed **Most Secret** by Abstergo Industries. The company accepts no responsibility for any adverse effects suffered after reading this section of the book.



Abstergo Laboratory \ Day 7 \ Morning

"Don't be so glum, Mr. Miles. Today is a historic day. One that will be remembered for years to come...."

—Dr. Warren Vidic



"Get up." Vidic has opened your door and seems eager to get you into your ancestor's memories. He tells you of today's significance. Neither Vidic nor Lucy have anything to say, and the tension is palpable. Step out of the bedroom, over to the Animus, and lie down. You are transported back to Masyaf immediately.

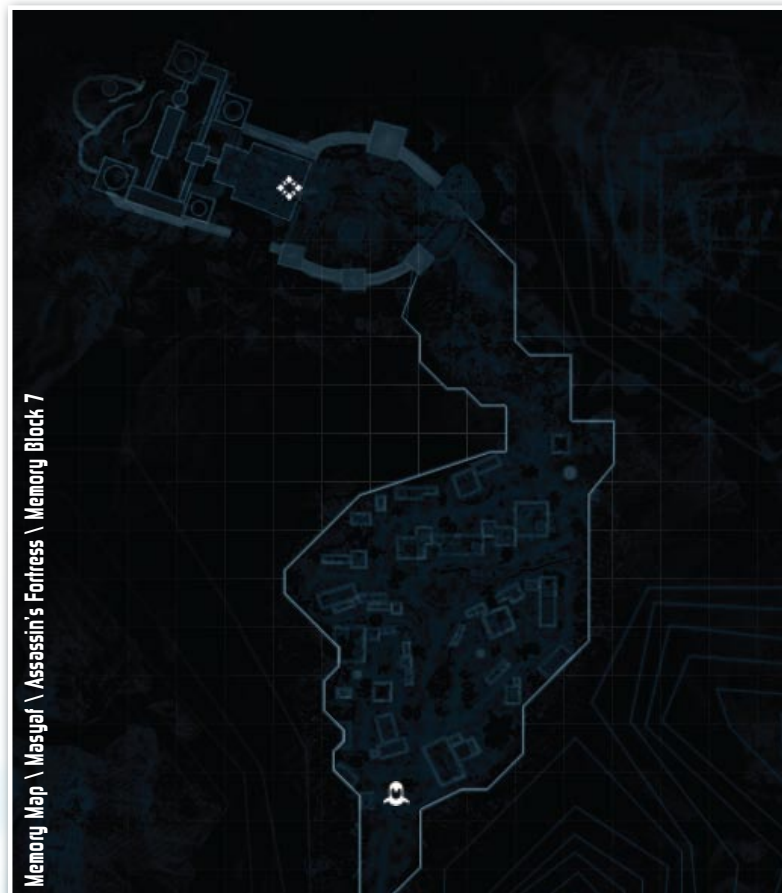


There are **five cameras** with which to view your bedroom movements.

- 01 \ INTRODUCTION
- 02 \ TRAINING & MANEUVERS
- 03 \ CHARACTERS & ENEMIES
- 04 \ TOUR OF HOLY LAND
- 05 \ WALKTHROUGH**
 - Memory Block 1
 - Memory Block 2
 - Memory Block 3
 - Memory Block 4
 - Memory Block 5
 - Memory Block 6
 - Memory Block 7**
 - Abstergo Laboratory \ Day 7 \ Morning
 - Al Mualim \ Masyaf
 - Abstergo Laboratory \ Day 7 \ Evening
- 06 \ APPENDICES



Al Mualim \ Masyaf



"I have stood before a thousand men—all of them superior to you. And all of them dead—by my hand!"

—Al Mualim

Overview \ Al Mualim: Leader of the Assassins

There has been a spell cast over the lands of Masyaf. The populace is either violently insane or strangely docile (and deranged). Only one has this kind of power, and you've been inadvertently helping him all along! Ascend to the Fortress, making sure your sword skills are unsurpassed, and gain an audience with your foe. He is certain to attempt witchcraft, bringing memories vivid and wild before facing you himself. Only after you cut him down shall the great revelation be made....

Progression

- Memory Strand \ Prelude \ Masyaf Village
- Memory Strand \ Prelude \ Masyaf Fortress
- Memory Strand 01 \ Assassination \ Al Mualim
- Memory Strand \ Conclusion \ The Apple Opens





Memory Strand \ Prelude \ Masyaf Village



The village of Masyaf is coated in a thick gloom that's ominous and pervasive. Step toward the fountain and address the only villager you see. You ask where everyone is. "Gone to see the Master," is the monotone reply.

Make your way up the hill until you're flanked on either side by Assassins. You must defeat this swarm of enemies. Remember that you can Target and lob **Throwing Knives** as you close. There's nowhere to run, so back up against a wall and begin to fight.



A second wave of brainwashed Assassins drops down from the upper cliffs. They begin to shout: "For the Light!" "For The Master!" "Kill the traitor!" Utilize the skills you perfected during the previous Memory Block, launching devastating **Counters** once the

enemies begin to strike, staying away from the cliff edge except to throw foes off, and utilizing your **Assassin's Sword** as your primary weapon.

Memory Strand \ Prelude \ Masyaf Fortress

Continue to cut down foes until you're either dangerously Desynchronized or there are only a few stragglers left. A series of **Throwing Knives** rain down upon your enemies. It is **Malik**, and a small band of Assassins that are unaffected by the strange mental instability the others are suffering from.



While Malik and his small band of loyal followers attempt to stem the tide of enemies at the rear of the Fortress, you are tasked with facing **Al Mualim** himself. Run up the stepped passage to the Fortress gate, then pass through to the inner courtyard. The entire village is standing outside the inner gates, all of them in a strange malaise. Simply push past, without harming anyone, and enter **Al Mualim's Library**. Your Master is not there, but the door to paradise beckons. Enter.

Memory Strand 01 \ Assassination \ Al Mualim



Walk down the steps and the gate closes behind you. Move to the central tiled area—you're wracked with bolts of energy and become paralyzed. On the balcony above, **Al Mualim** strides out holding the **Fruit of Eden**. He summons forth a powerful spell and your nine **Targets** stand before you!



There are two **glitches** to view during your argument with **Al Mualim**, both allowing you to view the madman at closer range (pictured).





The nine **Targets** draw their swords and advance; immediately retaliate with your favored weapon (the long **Sword** is recommended). Move to one of the walls so you can cope with attacks from three sides instead of four, and make use of your **Counter** moves if you find your **Combo Attacks** are being thwarted. Continue until all **Targets** are felled. Again.



Tip If you're after even more of a challenge, try to defeat all nine **Targets** in the order you **Assassinated** them!



Tip Throughout this and your next fights, try the **Step Attack** that throws your foe off balance—they are using this move on you!—then follow up with a series of strikes.



When the last of the nine **Targets** falls, you're paralyzed in light again, shouting for Al Mualim to face you. He tells you he is certainly unafraid of you, and leaps down from the balcony in anger. You smile. "Prove it," you say. A glow from the **Fruit of Eden** reveals that Al Mualim is splitting into nine separate forms. They circle around you. "What could I possibly fear? Look at the power I command!"



Keep an eye (ideally with **Eagle Vision**) on the version of Al Mualim to the rear of the group, then begin combat

once more. Quickly draw your **Sword** before you're struck and thrown around the group. Attempt to edge out of their circle, to a wall, and start to **Counter** their attacks. Try a couple of **Combos**, but beware: the **Counters** these copies attempt are quick and soon push you off your feet. Continue until the real Al Mualim falls, ideally without wasting energy by battling any of the facsimiles.



Tip Quickly utilize your **Eagle Vision** to ascertain who is Al Mualim and who is a copy. Otherwise, you'll have luck to thank if you complete this fight without dispatching all eight copies.



Al Mualim is revealed, catching you again in a field of light. You spit out that Robert's "foul" goal was his all along. Al Mualim is saddened: "You will not follow me and I cannot compel you." He draws his sword in a defensive posture. "I will miss you, Altair. You were my very best student."



There are six **glitches** to view during your speech with Al Mualim, all allowing you to view the dangerous old fool up close.



You must now face Al Mualim in combat. His skill with a blade is matched by a hearty constitution thanks to his years of training, but it is also due to the power he wields. Your best offense is a good defense, so wait for him to try a few strikes, then **Counter**

them. He enjoys quick and forceful attacks to send you sprawling. You must **Counter Dodge** or fight back with quick **Combos** to offset this.

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Your Counters tend to result in him sprawling backward before getting back to his feet almost immediately. When he attempts to grab you, he is most vulnerable; throw him back and continue to put pressure on him until he finally makes a

mistake. Al Mualim will teleport after taking a certain amount of damage or being Countered. You have to wear him down before you can use your Hidden Blade to finish him.

You enter the Memory Corridor, holding your Master close as the Fruit of Eden rolls from his hand. "Impossible!" Al Mualim says incredulously. He soon departs this realm.



There are three glitches to view as Al Mualim departs the realm of the living.



The old man is no more, and you're left to wonder:

Memory Log "My master is dead—and many more with him, friend and foe alike. But the storm is broken, though pride may hold the clouds aloft a little longer. Of this much I am certain: with Robert and Al Mualim dead, the Saracen and Crusader armies will lay down their arms and give up this senseless war. Freed from the manipulations and schemes of wicked men, Saladin and Richard will find they have more in common than they think. Peace will return to the land. And if they should stray once more? Then my Brothers and I will do what needs be done to set things aright...."

"Masyaf is quiet now, caressed by the winds which carry through the valley. What is this thing I hold, that it can bend men's minds? No larger than an apple—yet its power greater than any weapon I've known. I have seen what evil even the smallest taste brings. I should destroy it...yet something stays my hand. No. I will hold it a little while longer and see what it may teach me. Perhaps it can be turned to good. Or is this what the others thought when they held it? Is that its power, then? To turn the noble into cruel?"

"I know not what the future holds for any of us, but I do know those Assassins who remain will need guidance. I must attend to them. Help to heal their wounds. We will march together into the future, and emerge stronger than we were before. If we are to succeed, if we are to rebuild, then we must be careful not to repeat the mistakes of those who came before. We must be vigilant, ever mindful of the past...."

Memory Strand \ Conclusion \ The Apple Opens



You're thrown back into the Garden of Paradise, where the Fruit of Eden opens slightly to show a holographic display. Beams of light break through, sketching an image of the world. The image shakes then solidifies. It is a globe showing continents displayed with an accuracy impossible for the twelfth century. Areas of continents have markers on them, glowing pinpoints of light. Malik and his brethren enter the Garden and stare at the globe in awe. "Destroy it! Destroy it as you said you would!" Malik yells.

Everything goes white.





Abstergo Laboratory \ Day 7 \ Evening

"We are all books containing thousands of pages, and within each of them lies an irreparable truth."

—Unknown



"We've got it!" You are pulled out of the Animus. Vidic seems very pleased, while Lucy is a little nervous. Three suited men are in the conference room. "How many?" one asks. "At least half a dozen," Vidic answers. "We should assume some amount of decay. I can't imagine they'll all still be functioning." Lucy stops Vidic from killing you, and the suited men leave. Vidic is fuming: "Stop undermining my authority!" "I just saved your ass," she responds curtly. "Let's go," Vidic says. "We've got a lot of work to do." Turning to you, he says, "Don't get too comfortable Mr. Miles. We'll be back for you soon enough."



Vidic and Lucy leave via the double doors. You cannot follow them, but you appear to be hallucinating. Lucy is tinged in blue, while Vidic is red! You are now able to access your Eagle Vision! When both have departed, make a thorough investigation of the Abstergo Laboratory.

The final e-mail revelations can occur assuming you followed the plan of obtaining the conference room passcode and you have Vidic and Lucy's Digipens.

This additional data, and the shocking revelations it contains, are now available to read, along with information from previous days:



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Abstergo Industries \ Laboratory \ E-mails \ Day 7

Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
2	Lucy Inbox	Classified Information	Administration	Sept 3, 9:13
2	Vidic Inbox	Daily Headlines	News Services	Sept 3, 13:44
2	Lucy Inbox	Re: Leila	Warren Vidic	Sept 3, 9:14
2	Lucy Inbox	Re: Your pen	Warren Vidic	Sept 3, 2:36
3	Lucy Inbox	Case File #1394 (Leila Marino)	Nancy Nilop	Sept 4, 11:54
3	Lucy Inbox	Re: Case File #1394 (Leila Marino)	Warren Vidic	Sept 4, 21:25
3	Vidic Deleted	I KNOW	UNKNOWN	Sept 4, 13:00
3	Vidic Inbox	Daily Headlines	News Services	Sept 4, 12:30
4	Lucy Outbox	Re: Case File #1394 (Leila Marino)	Alan Rikkin	Sept 5, 8:36
4	Vidic Inbox	Re: Case File #1394 (Leila Marino)	Alan Rikkin	Sept 5, 10:08
5	Lucy Deleted	??	UNKNOWN	Sept 6, 8:25
5	Vidic Inbox	False Alarm	Alan Rikkin	Sept 6, 18:36
5	Vidic Inbox	password	Security Documents Department	Sept 6, 17:13
5	Vidic Inbox	Daily Headlines	News Services	Sept 6, 12:30
6	Vidic Inbox	Additional Subjects?	Alan Rikkin	Sept 7, 6:47
6	Lucy Outbox	Re: conf room door	Warren Vidic	Sept 7, 9:26
6	Vidic Inbox	Daily Headlines	News Services	Sept 7, 13:14
6	Conference Room	Analysis	Alan Rikkin	Sept 7, 8:00
7 (new)	Vidic Inbox	Daily Headlines	News Services	Sept 8, 15:37
7 (new)	Vidic Deleted	Subject No. 6	Lucy Stillman	Sept 8, 3:13



Note You can now return to the Animus and complete any outstanding tasks you have in the Holy Land, if you wish.

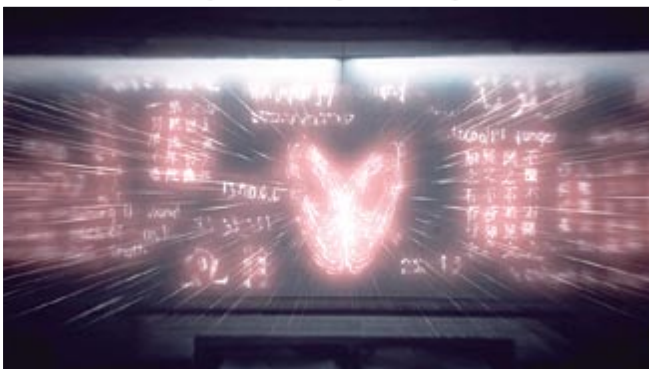


Progression

Memory Strand \ Conclusion \ The Great Revelation

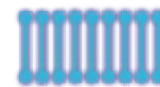
Memory Strand \ Conclusion \ The Great Revelation

Return to your bedroom to conclude the great revelation. Before you read the e-mails, enter the bathroom. There are images daubed on the floors of this chamber, and they make shocking as well as interesting viewing. You may remember seeing something faint during a previous day if you studied the areas closely.



It is the wall behind the bed that offers the ultimate revelation. Take a step back and use your Eagle Vision to read the daubing of a madman. He couldn't adjust to the Animus properly, but he saw visions. Terrifying visions. Chaos in all its forms. Codes in many languages.





Appendices



Spoiler Alert!

The data contained in the following chapter has been deemed **Most Secret** by Abstergo Industries. The company accepts no responsibility for any adverse effects suffered after reading this section of the guide.

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Abstergo Laboratory \ Supplemental Data

Data \ Ribonucleic Memory \ Additional Memories

Accessed via the Animus are nine Additional Memories gathered throughout the course of your seven days. They involve a series of tasks for the dexterous and eagle-eyed, and offer the chance to unlock Achievements. Exact locations for these Additional Memories are located in the Tour of the Holy Land chapter.

Additional Memories \ View Points



There are 12 View Points (the first is mandatory) across the Kingdom that must be scaled and Synchronized.

Additional Memories \ Kill All Templars



There are 60 Templars scattered throughout the Holy Land. They must all be made to taste your blade.

Additional Memories \ Assassin Flags



Masyaf contains 20 Assassin Flags. Collect every one of them.

Additional Memories \ Hospitalier Flags



The Poor District of Acre has 33 Hospitalier Flags. Locate them all.

Additional Memories \ Templar Flags



The Rich District of Acre reveals 34 Templar Flags. Find each one.

Additional Memories \ Teutonic Flags



The Middle District of Acre has 33 Teutonic Flags to appropriate.

Additional Memories \ Saracen Flags



The forces of Saladin have scattered 100 Saracen Flags throughout Damascus. Find them all.

Additional Memories \ King Richard Flags



The Crusader Regent's agents have hidden 100 King Richard Flags throughout the Kingdom.

Additional Memories \ Jerusalem Crosses



Jerusalem's ancient structures hide more than the past. 100 Crosses are found here, too.



Note

Assassins utilizing the PLAYSTATION®3 console are unable to access this additional Achievement data.

Assassins utilizing the Xbox 360™ console are able to unlock and access 44 Achievements totaling 1,000 Points. Below is a list of all Achievement names, objectives needed to complete the Achievements, descriptions, and number of Points awarded.

01 \ The Eagle and The Apple—1191

Complete Assassin's Creed.

Finish Memory Block 7 and view the end credits.



100

06 \ Personal Vendetta

Kill every Templar.
Every Templar has fallen to your hand.



40

02 \ Visions of the Future

Get the secret ending.
A strange vision has appeared to you.
What could it mean?



50

07 \ Keeper of the Lions Passant

Find all King Richard Flags in the Kingdom.
You've collected 100 King Richard Flags in the Kingdom.



25

03 \ Welcome to the Animus

Successfully complete the Animus tutorial.
Simply finish the tutorial during Memory Block 1.



20

08 \ Keeper of the Creed

Find all Flags in Masyaf.
You've collected 20 Flags within Masyaf.



10

04 \ Hero of Masyaf

Successfully activate the trap, removing the Templars from Masyaf.

Located once the tower is climbed, during Memory Block 1.



20

09 \ Keeper of the Four Gospels

Find all Flags in Jerusalem.
You've collected 100 Jerusalem Crosses.



20

05 \ The Punishment for Treason

Find the traitor hiding in Masyaf.

Locate Masun, rough him up, and return him to Al Mualim.



20

10 \ Keeper of the Crescent

Find all Flags in Damascus.
You've collected 100 Saracen Flags.



20

11 \ Keeper of the Black Cross

Find all Teutonic Flags in Acre

You've collected 33 Teutonic Flags in Acre's Middle District.



10

12 \ Keeper of the Order

Find all Templar Flags in Acre.

You've collected 34 Templar Flags in Acre's Rich District.



10

13 \ Keeper of the 8 Virtues

Find all Hospitalier Flags in Acre.

You've collected 33 Hospitalier Flags in Acre's Poor District.



10

14 \ Absolute Symbiosis

Have a complete DNA Synchronization bar.

Complete Other Objectives throughout your adventure to raise the bar to 20 blocks (105 Other Objectives needed).



45

15 \ The Blood of a Corrupt Merchant

Kill Tamir, Black Market Merchant, in Damascus.

Complete Memory Block 2 \ Memory Strand 08 \ Assassination \ Tamir.



25

16 \ The Blood of a Doctor

Kill Garnier de Naplouse, Hospitalier leader, in Acre.

Complete Memory Block 3 \ Memory Strand 08 \ Assassination \ Garnier de Naplouse.



25

17 \ The Blood of a Slave Trader



25

Kill Talal, Slave Trader, in Jerusalem.

Complete Memory Block 3 \ Memory Strand 08 \ Assassination \ Talal.

18 \ The Blood of the Merchant King

Kill Abu'l Nuqoud, Merchant King, in Damascus.

Complete Memory Block 4 \ Memory Strand 08 \ Assassination \ Abu'l Nuqoud.



25

19 \ The Blood of a Regent

Kill Majd Addin, Regent of Jerusalem.

Complete Memory Block 4 \ Memory Strand 08 \ Assassination \ Majd Addin.



25

20 \ The Blood of a Liege-Lord

Kill William of Montferrat, Liege-Lord of Acre.

Complete Memory Block 4 \ Memory Strand 08 \ Assassination \ William of Montferrat.



25

21 \ The Blood of a Teutonic Leader

Kill Sibrand, the Teutonic Leader of Acre.

Complete Memory Block 5 \ Memory Strand 08 \ Assassination \ Sibrand.



25

22 \ The Blood of a Scribe

Kill Jubair, the Scribe of Damascus.

Complete Memory Block 5 \ Memory Strand 08 \ Assassination \ Jubair Al Hakim.



25

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23 \ The Blood of a Nemesis

Kill Robert de Sable, the Templar's leader.

Complete Memory Block 6 \ Memory Strand 08 \ Assassination \ Robert de Sable.



25

24 \ Fearless

Scale all View Points.

There are 12 in the Kingdom, 26 in Damascus, 31 in Acre, and 22 in Jerusalem for 91 total.



25

25 \ Hungerer of Knowledge

See 85 percent of all the Memory glitches.

Simply press a button when a glitch occurs; consult the Walkthrough chapter for times and places.



20

26 \ Defender of the People: Acre

Complete every Save Citizen Investigation in Acre.

The people of Acre will be forever grateful for what you've done; there are 28 to attempt.



20

27 \ Defender of the People: Jerusalem

Complete every Save Citizen Investigation in Jerusalem.

The people of Jerusalem will be forever grateful for what you've done; there are 27 to attempt.



20

28 \ Defender of the People: Damascus

Complete every Save Citizen Investigation in Damascus.

The people of Damascus will be forever grateful for what you've done; there are 29 to attempt.



20

29 \ Conversationalist

Go through every dialogue with Lucy.

You've made a friend within the walls of Abstergo Industries; speak to her every night until she tells you to go to bed.



20

30 \ Disciple of the Creed

Assassinate all your Targets with full DNA Synchronization.

You've fully honored the tenets of the Creed. You are a Master Assassin. Check your bar before you begin.



30

31 \ Eagle's Will

Defeat 100 opponents without dying.

You remain undefeated for over 100 battles; later Memory Blocks are the best time to try this.



20

32 \ Eagle's Flight

Last 10 minutes in Open Conflict.

Survival at its best, for over 10 minutes. Do not hide or become Anonymous. Keep the chase and fight going, and lengthen fights by waiting, then Countering exclusively.



20

33 \ Eagle's Prey

Assassinate 100 Guards.

Over 100 city Guards have fallen to your hunt. Attempt this between Investigations—leaping, standing, or lying victims all count.



20

34 \ Blade in the Crowd

Kill one of your main Targets like a true Assassin.

Attempt a Stealth Assassination; your prey never got time to understand the danger. Use the Hidden Blade, Target and walk up behind Tamir (the easiest Target), and Stealth Assassinate him.



30

35 \ Eagle's Challenge

Defeat 25 Guards in a single fight.

You were bold enough to challenge 25 Soldiers in a single fight...and win. Fight the initial wave, coax other Guards into the area, and continue to battle until 25 are slain.



20

36 \ Eagle's Swiftess

Perform 100 Counter-Attacks in fights.

Over 100 people have witnessed your deadly performance with a blade. Start this before you are stripped of your Rank, and continuously perform Counters once you relearn the skill.



20

37 \ Eagle's Dive

Perform 50 Combo Kills in fights.

Nothing can hinder the descent of an eagle. Over 50 people have fallen to your relentless attacks. Start this before you are stripped of your Rank, and continuously perform combos.



20

38 \ Eagle's Talon

Perform 50 Stealth Assassinations.

Over 50 people have felt the deadly sting of your blade. Citizens or foes are yours to defeat—leaping, standing, or lying victims all count.



15

39 \ Eagle's Dance



10

Perform 50 Leaps of Faith.

You've soared with the eagles and landed safely over 50 times. Reach every View Point and you have around 87 Leaps of Faith. Or, find a short Leap of Faith and repeat it.

40 \ The Hands of a Thief

Pickpocket 200 Throwing Knives.

You've gathered quite a supply. Courageous Citizens provide five Throwing Knives per Pickpocket, so the minimum you need to steal from is 40.



15

41 \ March of the Pious

Use Scholar Blending 20 times.

Scholars know you well and have helped you over 20 times. You can return to the same Scholars.



5

42 \ Eagle's Eye

Kill 75 Guards with Throwing Knives.

Over 75 Guards were felled. Remember that these Guards don't have to be on a rooftop. You can also start before you are stripped of Rank. Try this Achievement in conjunction with #41.



15

43 \ Enemy of the Poor

Grab and Throw 25 Trouble Makers.

You managed to scare away 25 Beggars. I hope you're proud of yourself. Cities that you visit later during your adventure have more of these ne'er-do-wells.



5

44 \ Gifted Escapist

Jump through 20 merchant stalls.

The merchants of the land now know you **very** well. Simply do this as you're exploring each new area.



Total Points: 1,000

Data \ Progression \ Memory Blocks 1-7

This chart details Memory Strands, Rank upgrades, and accessible e-mails (assuming you located the necessary Digipens detailed in the Walkthrough chapter).

Memory Block 1

Assassin Rank: 9 (all abilities and weapons)

Synchronization Blocks: 13

- Memory Strand 01 \ Acquisition
- Memory Strand 02 \ Failure
- Memory Strand 03 \ Guardian
- Memory Strand 04 \ Glory

Memory Block 2

Assassin's Rank: Apprentice

Synchronization Blocks: 4 (reduced)

- Memory Strand 01 \ Eavesdropping
- Memory Strand 02 \ Pickpocket
- Memory Strand 03 \ Interrogation
- Memory Strand 04 \ Execution \ Masun
- Assassin's Rank: 1 (Apprentice)

Assassin's Sword

Hidden Blade

Synchronization Blocks: 5 (minimum)

- Memory Strand 01 \ Pickpocket
- Memory Strand 02 \ Eavesdropping
- Memory Strand 03 \ Interrogation
- Memory Strand 04 \ Eavesdropping
- Memory Strand 05 \ Eavesdropping
- Memory Strand 06 \ Pickpocket
- Memory Strand 07 \ Assassin's Bureau Return
- Memory Strand 08 \ Assassination \ Tamir
- Memory Strand \ Optional 01 \ Scale View Point: 09 to complete
- Memory Strand \ Optional 02 \ Save Citizens: 12 to complete
- Scholars (2)
- Vigilantes (11)

Abstergo E-mails Accessed

Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
2	Lucy Inbox	Classified Information	Administration	Sept 3, 9:13
2	Vidic Inbox	Daily Headlines	News Services	Sept 3, 13:44
2	Lucy Inbox	Re: Leila	Warren Vidic	Sept 3, 9:14
2	Lucy Inbox	Re: Your pen	Warren Vidic	Sept 3, 2:36

Memory Block 3

Assassin's Rank: 2

Assassin's Short Blade

Counter-Attack move (both Sword types)

Synchronization Blocks: 6 (minimum)

- Memory Strand 01 \ Informer
- Memory Strand 02 \ Interrogation
- Memory Strand 03 \ Pickpocket
- Memory Strand 04 \ Pickpocket
- Memory Strand 05 \ Eavesdropping
- Memory Strand 06 \ Informer
- Memory Strand 07 \ Assassin's Bureau Return
- Memory Strand 08 \ Assassination \ Garnier de Naplouse
- Memory Strand \ Optional 01 \ Scale View Point: 11 to complete
- Memory Strand \ Optional 02 \ Save Citizens: 12 to complete
- Scholars (4)
- Vigilantes (9)

Assassin's Rank: 3

Throwing Knives (5)

Tackle move

Synchronization Blocks: 7 (minimum)

- Memory Strand 01 \ Informer
- Memory Strand 02 \ Interrogation
- Memory Strand 03 \ Pickpocket
- Memory Strand 04 \ Pickpocket
- Memory Strand 05 \ Informer
- Memory Strand 06 \ Eavesdropping
- Memory Strand 07 \ Assassin's Bureau Return
- Memory Strand 08 \ Assassination \ Talal
- Memory Strand \ Optional 01 \ Scale View Point: 09 to complete
- Memory Strand \ Optional 02 \ Save Citizens: 12 to complete
- Scholars (07)
- Vigilantes (05)



Abstergo E-mails Accessed				
Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
3	Lucy Inbox	Case File #1394 [Leila Marino]	Nancy Nilop	Sept 4, 11:54
3	Lucy Inbox	Re: Case File #1394 [Leila Marino]	Warren Vidic	Sept 4, 21:25
3	Vidic Deleted	I KNOW	UNKNOWN	Sept 4, 13:00
3	Vidic Inbox	Daily Headlines	News Services	Sept 4, 12:30

Memory Block 4

- ▲ Assassin's Rank: 4
 - Assassin's Gloves
 - Counter Grab move (all swords)
 - Synchronization Blocks: 8 (minimum)
- ☾ Memory Strand 01 \ Interrogation
- ☾ Memory Strand 02 \ Eavesdropping
- ☾ Memory Strand 03 \ Pickpocket
- ☾ Memory Strand 04 \ Informer
- ☾ Memory Strand 05 \ Eavesdropping
- ☾ Memory Strand 06 \ Informer
- ☾ Memory Strand 07 \ Assassin's Bureau Return
- ☾ Memory Strand 08 \ Assassination \ Abu'l Nuqoud
- ☾ Memory Strand \ Optional 01 \ Scale View Point: 10 to complete
- ☾ Memory Strand \ Optional 02 \ Save Citizens: 10 to complete
 - Scholars (03)
 - Vigilantes (07)
- ▲ Assassin's Rank: 5
 - Assassin's Boots (better recovery)
 - Counter Dodge move
 - Synchronization Blocks: 9 (minimum)
- ✚ Memory Strand 01 \ Informer
- ✚ Memory Strand 02 \ Pickpocket
- ✚ Memory Strand 03 \ Interrogation
- ✚ Memory Strand 04 \ Informer
- ✚ Memory Strand 05 \ Pickpocket
- ✚ Memory Strand 06 \ Pickpocket
- ✚ Memory Strand 07 \ Assassin's Bureau Return
- ✚ Memory Strand 08 \ Assassination \ William of Montferrat
- ✚ Memory Strand \ Optional 01 \ Scale View Point: 11 to complete
- ✚ Memory Strand \ Optional 02 \ Save Citizens: 09 to complete
 - Scholars (02)
 - Vigilantes (07)
- ▲ Assassin's Rank: 6
 - Knife Belt (Throwing Knives: 10)
 - Synchronization Blocks: 10 (minimum)

- ✚ Memory Strand 01 \ Interrogation
- ✚ Memory Strand 02 \ Informer
- ✚ Memory Strand 03 \ Pickpocket
- ✚ Memory Strand 04 \ Pickpocket
- ✚ Memory Strand 05 \ Informer
- ✚ Memory Strand 06 \ Eavesdropping
- ✚ Memory Strand 07 \ Assassin's Bureau Return
- ✚ Memory Strand 08 \ Assassination \ Majd Addin
- ✚ Memory Strand \ Optional 01 \ Scale View Point: 06 to complete
- ✚ Memory Strand \ Optional 02 \ Save Citizens: 08 to complete
 - Scholars (01)
 - Vigilantes (07)

Abstergo E-mails Accessed				
Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
4	Lucy Outbox	Re: Case File #1394 [Leila Marino]	Alan Rikkin	Sept 5, 8:36
4	Vidic Inbox	Re: Case File #1394 [Leila Marino]	Alan Rikkin	Sept 5, 10:08

Memory Block 5

- ▲ Assassin's Rank: 7
 - Assassin's Sword (Enhanced; gives new move)
 - Synchronization Blocks: 11 (minimum)
- ✚ Memory Strand 01 \ Eavesdropping
- ✚ Memory Strand 02 \ Pickpocket
- ✚ Memory Strand 03 \ Interrogation
- ✚ Memory Strand 04 \ Informer
- ✚ Memory Strand 05 \ Informer
- ✚ Memory Strand 06 \ Pickpocket
- ✚ Memory Strand 07 \ Assassin's Bureau Return
- ✚ Memory Strand 08 \ Assassination \ Sibrand
- ✚ Memory Strand \ Optional 01 \ Scale View Point: 09 to complete
- ✚ Memory Strand \ Optional 02 \ Save Citizens: 07 to complete
 - Scholars (01)
 - Vigilantes (06)
- ▲ Assassin's Rank: 8
 - Assassin's Short Sword (Improved)
 - Short Blade Expertise (Damage)
 - Synchronization Blocks: 12 (minimum)
- ☾ Memory Strand 01 \ Pickpocket
- ☾ Memory Strand 02 \ Eavesdropping
- ☾ Memory Strand 03 \ Interrogation
- ☾ Memory Strand 04 \ Informer
- ☾ Memory Strand 05 \ Informer

- Memory Strand 06 \ Pickpocket
 - Memory Strand 07 \ Assassin's Bureau Return
 - Memory Strand 08 \ Assassination \ Jubair Al Hakim
 - Memory Strand \ Optional 01 \ Scale View Point: 07 to complete
 - Memory Strand \ Optional 02 \ Save Citizens: 08 to complete
- Vigilantes (08)

Abstergo E-mails Accessed				
Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
5	Lucy Deleted	??	UNKNOWN	Sept 6, 8:25
5	Vidic Inbox	False Alarm	Alan Rikkin	Sept 6, 18:36
5	Vidic Inbox	password	Security Documents Department	Sept 6, 17:13
5	Vidic Inbox	Daily Headlines	News Services	Sept 6, 12:30

Memory Block 6

- Assassin's Rank: 9 (Maximum)
- Assassin's Sword (Enhanced II)
- Knife Belt (Throwing Knives: 15)
- Synchronization Blocks: 13 (minimum)
- Memory Strand \ Exoteric \ Other Objectives (up to 105 throughout adventure)
- Synchronization Blocks: 14-20 (maximum)
- Memory Strand 01 \ Eavesdropping
- Memory Strand 02 \ Pickpocket
- Memory Strand 03 \ Interrogation
- Memory Strand 04 \ Informer

Data \ Confidential \ Character Relation Chart

Part I: Segmentation and Color Coding

Segmentation 1 (North of Fruit of Eden): 12th Century
Segmentation 2 (South of Fruit of Eden): 21st Century

	Muslim Saracen
	Christian Crusader
	Muslim Saracen and Knights Templar
	Christian Crusader and Knights Templar
	Assassin
	Assassin and Knights Templar
	Abstergo Industries Employee
	Abstergo Industries Employee and Knights Templar
	Abstergo Industries Employee and Assassin

Part II: Portrait and Arrow Legend

	A. Portrait of Character
	B. Where You Interact During the Adventure
	C. Name of Character
	General Character Relation
	Allair Character Relation

- Memory Strand 05 \ Informer
- Memory Strand 06 \ Pickpocket
- Memory Strand 07 \ Assassin's Bureau Return
- Memory Strand 08 \ Assassination \ Robert de Sable
- Memory Strand \ Optional 01 \ Scale View Point: 07 to complete
- Memory Strand \ Optional 02 \ Save Citizens: 06 to complete
- Scholars (02)
- Vigilantes (04)
- Memory Strand 09 \ Assassination \ in Arsuf

Abstergo E-mails Accessed				
Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
6	Vidic Inbox	Additional Subjects?	Alan Rikkin	Sept 7, 6:47
6	Lucy Outbox	Re: conf room door	Warren Vidic	Sept 7, 9:26
6	Vidic Inbox	Daily Headlines	News Services	Sept 7, 13:14
6	Conference Room	Analysis	Alan Rikkin	Sept 7, 8:00

Memory Block 7

- Memory Strand 01 \ Assassination \ Al Mualim

Abstergo E-mails Accessed				
Day Accessed	Computer / Location	Subject	From (in Inbox or Deleted) or To (in Outbox)	Time Sent / Received
7	Vidic Inbox	Daily Headlines	News Services	Sept 8, 15:37
7	Vidic Deleted	Subject No. 6	Lucy Stillman	Sept 8, 3:13

Part III: Relations

- Saladin to Tamir: Leader of.
- Saladin to Abu'l Nuqoud: Leader of.
- Saladin to Jubair Al Hakim: Leader of.
- Saladin to Majd Addin: Leader of.
- Saladin to Talal: Leader of.
- Saladin's minions to Fruit of Eden: Craves this Power.
- Al Mualim to Fruit of Eden: Craves this Power.
- Richard the Lionheart to Garnier de Naplouse: Leader of.
- Richard the Lionheart to Maria: Leader of.
- Richard the Lionheart to William of Montferrat: Leader of.
- Richard the Lionheart to Robert de Sable: Leader of.
- Richard the Lionheart to Sibrand: Leader of.
- Richard the Lionheart's minions to Fruit of Eden: Craves this Power.
- Maria to Robert de Sable: She is his Steward.
- Allair to Kadar: Causes his death through negligence.
- Malik to Kadar: Brothers.
- Dr. Vidic to Desmond Miles: Experiments on.
- Lucy Stillman to Desmond Miles: Experiments on, but is secretly in league with.
- Lucy Stillman to Dr. Vidic: Assistant, but secretly a spy.
- Dr. Vidic to Fruit of Eden: Craves this Power.
- Dr. Vidic to Abstergo Subjects: Caused death by unknown means.
- Dr. Vidic to Leilia Marino: Caused death by unknown means.
- Alan Rikkin to Dr. Vidic: Boss and taskmaster of.
- Alan Rikkin to Nancy Nilop: Boss of.
- Alan Rikkin to Jane Birkham: Boss of.
- Alan Rikkin to David Kilkerman: Boss of.
- Alan Rikkin to Henry Liman: Boss of.
- Allair to Al Mualim: Questioning servant of.
- Allair to Tamir: Assassination Target #1.
- Allair to Abu'l Nuqoud: Assassination Target #4.
- Allair to Jubair Al Hakim: Assassination Target #8.
- Allair to Majd Addin and Talal: Assassination Target #6 and #3.
- Allair to Garnier de Naplouse: Assassination Target #2.
- Allair to William of Montferrat: Assassination Target #5.
- Allair to Sibrand: Assassination Target #7.
- Allair to Maria: Mistaken for Assassination Target #9.
- Allair to Robert de Sable: Assassination Target #9.

Part IV: Locations where Characters are Met

Laboratory	Masyaf	Kingdom	Damascus	Acre	Jerusalem	Solomon's Temple	Arsuf Plains

